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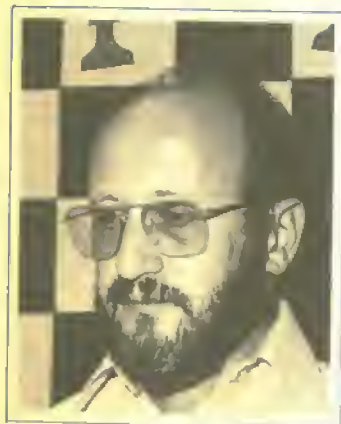
Phillips & Drew Kings Chess Tournament

LONDON 1980

London 1980 was one of the strongest tournaments ever held in England, comparable to Nottingham 1936 and London 1922. It was a category 13 event, with an average FIDE rating of 2555.

The tournament was won by Miles, Andersson and Korchnoi, ahead of Sosonko, Speelman, Gheorghiu, Ljubojevic, Timman, Sax, Browne, Larsen, Stean, Nunn and Short.

This book includes all of the games from the tournament, the most interesting of which have been annotated by British IM Bill Hartston. It also contains background information on the players and tournament organization, written by the controller, Stewart Reuben.



Stewart Reuben



Bill Hartston

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Hartston & Reuben

LONDON 1980

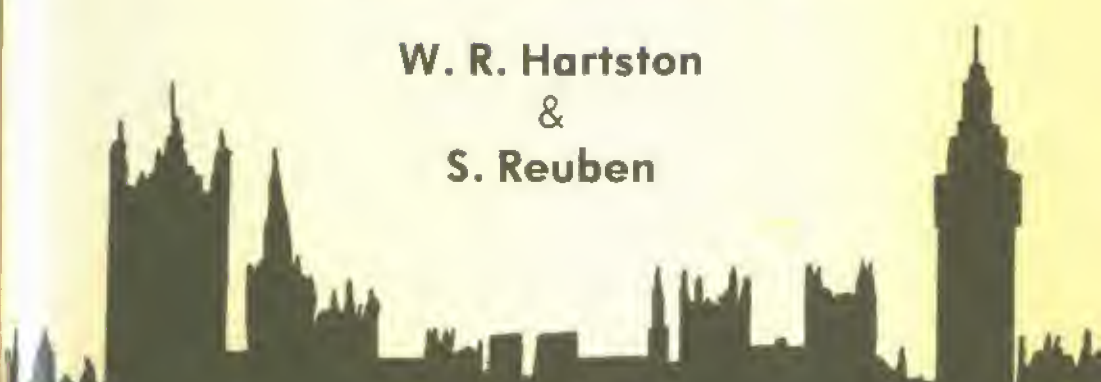
Pergamon



Phillips & Drew Kings Chess Tournament

LONDON 1980

**W. R. Hartston
&
S. Reuben**



Pergamon Press



Short vs. Korchnoi

London 1980

PHILLIPS & DREW KINGS CHESS TOURNAMENT

by

W. R. HARTSTON
International Master

S. REUBEN
International Arbiter



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Dedicated to

David Anderton, O.B.E.

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Preface

London has a great tradition in the matter of chess events. It was here that in fact the first international chess tournament was held in 1851 and thereafter the history of 19th and 20th century international chess is studded with the dates of important London tournaments: 1862, 1866, 1883, 1899, 1922, 1927, and 1932.

Then too the first international team tournament, or Olympiad as this event has (wrongly) become known in recent years, was held in London in 1927.

As a schoolboy I paid a couple of fleeting visits to the 1927 event and, as a Londoner born and bred, I have been proud of this remarkable chess tradition and a little disappointed at the decline in the international character of London chess since the Second World War.

It has been said with some justice that the fact that London lost so many of its fine old buildings through the bombing raids of that war meant that there were no longer adequate venues for the staging of great chess events in "London, the flower of cities all".

However, now, through a magnificent piece of cooperation between the Greater London Council and the London stockbroking firm of Phillips and Drew, the great tradition has been resumed and the tournament of which this book is the record is, quite simply, the strongest big tournament to be held here since 1883.

Writing as one of the organisers, it seems to me we were very fortunate in our generous sponsors, doubly fortunate in the venue — the charming Conference Hall at County Hall, and trebly fortunate in having in Stewart Reuben a forceful and extremely active tournament director who spared no effort in obtaining a first-class tournament entry and in making sure that the event ran on oiled wheels throughout its 16 day duration.

A result of all this was a collection of fine, enjoyable games which you will find here, nearly all with full annotations.

Like Mr Jingle when invited to partake of dinner in the Pickwick Papers, I shall not presume to dictate. But

perhaps, since in my capacity as chief arbiter and also as a reporter I was well situated to study the character and quality of the play, I may be allowed to mention what you should particularly look out for. In any case, for quite a time now I have been longing to use a sentence that ends in two prepositions, a license that the sub-editors of the stately journal for which I write, have never allowed me.

Look out then for the dynamic energy of Viktor Korchnoi, vice-champion of the world; for the powerful play of Tony Miles, probably the strongest British player since Staunton; for the wonderful subtlety of Ulf Andersson who has the wisest head on young shoulders I have ever met; for intelligent solidity in the former Soviet, now Dutch, grandmaster Sosonko; for lively resourcefulness in Jonathan Speelman; for elegance of attack in the Romanian grandmaster, Florin Gheorgiu; for an explosive and fiery spirit not unlike his native slivovitz in Ljubomir Ljubojevic; for sheer talent in the Dutch grandmaster Jan Timman and for typically Hungarian panache in Gyula Sax (though both of these young grandmasters were not quite in their best form here); and this last proviso must be applied to the remaining competitors: the colourful American g.m., Walter Browne, only occasionally gave evidence of his wonderful combinative ability; Larsen, though still the original and paradoxical character we all know and admire, was a shadow of his former self; Stean only woke up towards the end to win in his real outstanding attacking style in the last two games; Nunn seemed to have caught an everlasting cold and Nigel Short seemed dashed by his repeated failure to force home the win against Miles in the first round so that he only gave a glimpse of the form that had so distinguished him a few months earlier at Hastings.

Anyway, thanks to Phillips and Drew, to the Greater London Council and, in the ultimate instance, to the players, we have here an excellent collection of fine games.

Harry Golombek

Acknowledgements

We would like to thank the following for permission to reproduce the photographs included in this book:

Hilary Coe:

Andersson, Browne, Gheorghiu, Korchnoi, Larsen, Ljubojevic, Miles, Short, Sosonko, Stean, Timman and Hartston

Martin Richardson:

Nunn, Speelman

Associated Newspapers Group:

Photograph of Short playing Korchnoi

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Introduction

by

Stewart Reuben

The original impetus for this event came from Len Harris. As soon as he had been elected a member of the Greater London Council he set about persuading them to put money towards a chess tournament. It was eventually agreed that two weeks' lottery money (£8000) should be set aside. Armed with this, the British Chess Federation had no problem persuading stockbrokers Phillips and Drew to put up the bulk of the finance needed.

The venue proved to be a more knotty problem but eventually the GLC decided to accept the security risk of having an event attended by spectators in County Hall. Thus in September 1979 we were finally set to go for the event to take place in April 1980.

INVITEES

My worry was that we would not be able to lay on a first class grandmaster tournament. I flew to Tilburg in November to visit the great Interpolis Tournament to learn how they did things and also to discuss matters with Anatoly Karpov. To my delight he agreed to play, provided certain minor details did not prove obstacles. As other strong players were lining up well, my fears of inadequate strength seemed unfounded.

The blow fell in December when the Soviet Federation telegraphed to say that they were unable to accept the invitation on behalf of any of their players. Why this happened will never be made clear. Karpov wrote in February that it was problems relating to the British attitude to Afghanistan. This cannot be true because the refusal came before the Soviet invasion, and also their players took part in Lone Pine in the U.S. in March. Baturinsky (the leading Soviet organiser) told David Anderton that they had too many team events lined up in April but would David like him to try to get us two

players? By then we had secured the presence of Viktor Korchnoi provided he finished his match with Petrosian in time. Baturinsky's offer was politely refused. Personally I think they turned down the invitation simply for the bureaucratic reason that they dislike sending players to any new event. As it turned out it would have been at best extremely embarrassing had Soviet players participated, at worst a tremendous security problem.

Anyway it was clear that Viktor would lead to a high proportion of uncompromising, hard fought games. Our only disappointments in the entry were that Robert Hübner was unable to play as the event clashed with his match with Adorjan and that Vlastimil Hort withdrew at the last moment. His vexatious reason was that, despite the fact that both he and Hubner play for Cologne-Porz in the West German league, they would be relegated if they did not win their last match – and this clashed with our tournament.

PRIZES

£3000	£450	£260
£1750	£400	£240
£1200	£350	£220
£800	£300	£200
£550	£280	

This record-breaking prize fund for a British tournament was decided after considerable discussion with the players. It is common practice to have only 50% prize winners, but this is nonsense. Why should a player by virtue of scoring $\frac{1}{2}$ a point more receive much greater prize money than someone immediately below him? There was some objection to the steep decline from the first prize which the sponsors naturally wanted as high as possible. No matter, this should make the last round more exciting. It has been suggested that all the money should be distributed as appearance fees before the tournament and the players just play the game for its own reward, prestige and rating points. Certainly the attitude of the players suggests that this is not altogether nonsensical but how could it be explained to the public?

VENUE

The Conference Hall at County Hall is a room of great dignity. It is circular with a stage taking up one segment. Around the room are marble pillars. The players played in front of the stage with demonstration boards placed on it above them. Set around the hall are seven banquettes. A splendid setting for a chess congress.

PROGRAMME

Play was daily from 1.15–6.15 p.m., Thursday 10th to Friday 25th April. There were three rest days on 14th, 19th and 24th April. Adjournments were played from 8.30–10.30 p.m. As County Hall closes down in the evening these had to take place at the Grosvenor Hotel where the players were staying.

COMMENTARIES

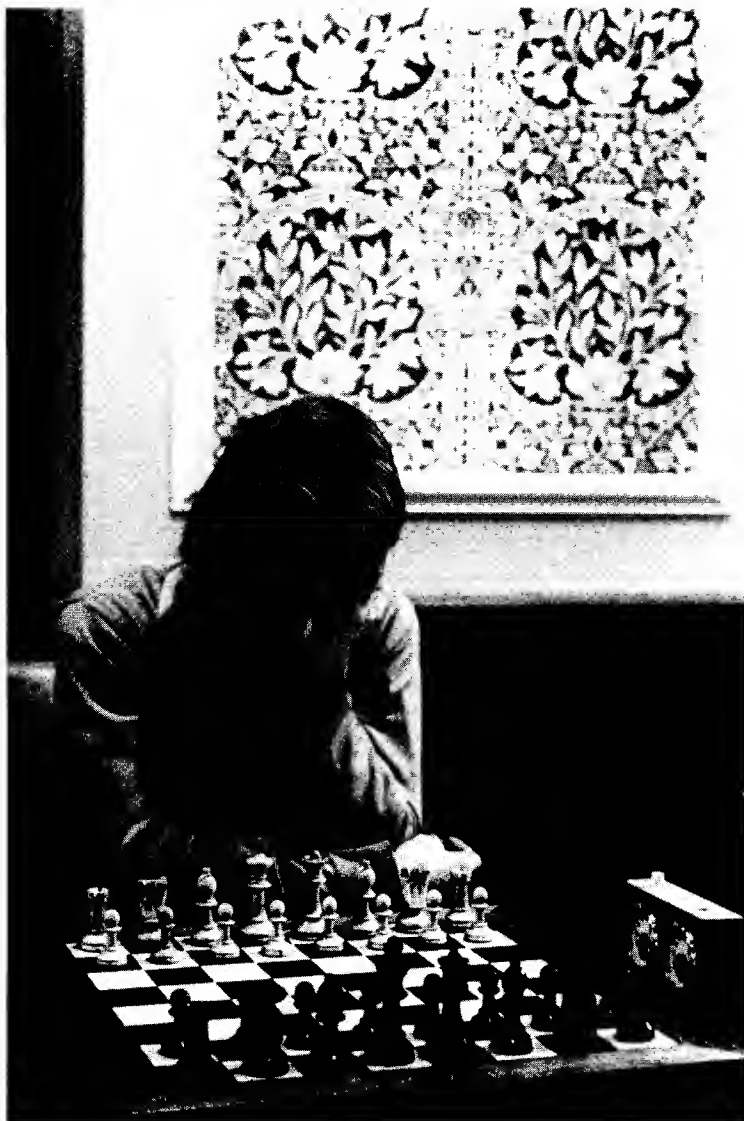
Bill Harston discussed the games in progress with an audience throughout every session of every round. A marathon if ever there was one! For the first couple of days his talks were ill-attended but after that it was standing-room only for the rest of the event. As David Anderton said, "the best comedy show in town".

ORGANISERS

The main committee was:

Chairman	David Anderton, O.B.E.
Tournament Director	Stewart Reuben
for Phillips & Drew	Frank Leonard
for the GLC	Les Tonkin
for the British Chess Federation	Paul Buswell
Chief Arbiter	Harry Golombek

In all we had 6 committee meetings. A very large number when compared with the Evening Standard Congress which runs without any at all. At one time or another no less than 32 people helped with the running of the event.



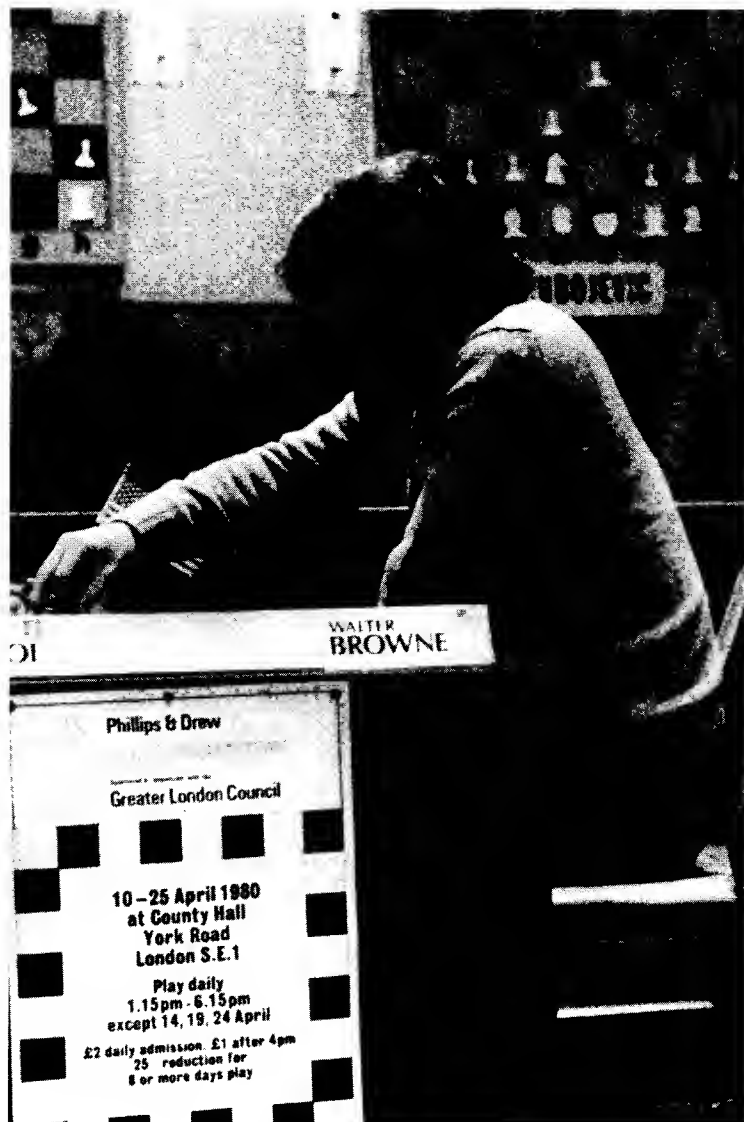
The Players

Ulf Andersson

Sweden. Age 29. Grandmaster 1972.
International rating 2590.

Ulf is one of the best-liked players today. His mild manner suggests that he has no desire to impose himself on others at all. One of the most subtle players, he specialises in building up defensive positions from which he can produce attacks without risk of loss. His pleasantness is reflected in his play which seems sometimes to be lacking in ambition. For example, he made no effort to qualify for the current World Championship series. A number of colourless draws can be expected from him and very few losses.

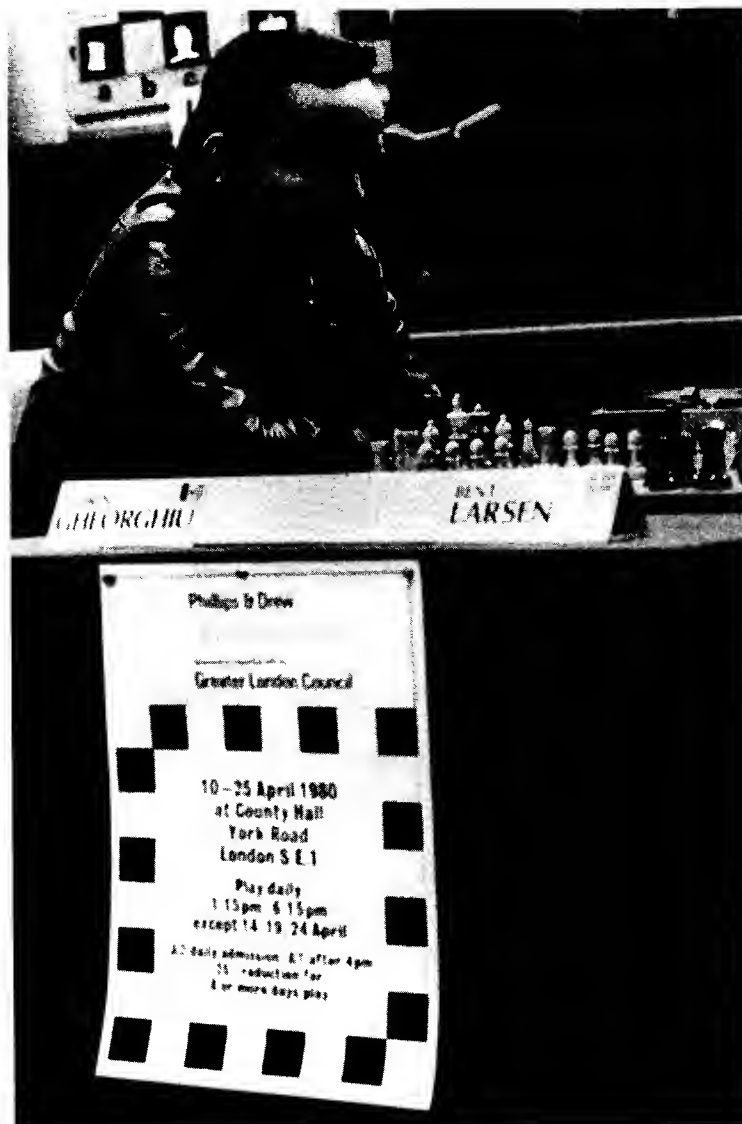
The following story of how Ulf met his wife is, I am certain, slightly exaggerated. He was playing in Cuba. At the end of the tournament, they were going back to the hotel by bus. "Why didn't you ever speak to that girl who sat looking at your games all the time?" somebody asked. "Stop the bus!" Ulf cried. He got off, married the girl and wasn't seen again in Europe for a year.



Walter Shawn Browne

U.S.A. Age 31. Grandmaster 1970. Rating 2540.

I first knew Walter when he was still a child in New York. The most dynamic person I have ever met, a girl-friend told me that when Walter arrived in San Francisco the pace of her life doubled. His aggressive fighting spirit gave offence to opponents and organisers years ago but he has mellowed and they have come to understand him better. He is also interested in most other games and is a fine backgammon player.



Florin Gheorghiu

Romania. Age 36. Grandmaster 1965. Rating 2605.

Something of a folk hero in his own country, Florin has made great strides recently in his results as shown by the great increase in his rating by 65 points. Perhaps he has belatedly realised that it is more profitable to make every effort over the board rather than be content with quick draws.



Viktor Korchnoi

Switzerland. Age 49. Grandmaster 1956. Rating 2695.

Probably the greatest counter-puncher of all time. His play is full of dynamic ideas in which it is often hard to know who stands objectively better. He pressures his opponents relentlessly until they eventually wilt under the strain. Since defecting from the Soviet Union in 1976, his play seems to have reached new heights. This suggests that his claim that the Soviet System stultified his artistic endeavours may be correct. Perhaps, indeed, he might have been World Champion years ago under a different regime.

It is my proud boast that I have beaten both Karpov and Korchnoi simultaneously. Some years ago they both played at Hastings and partnered each other at bridge. Michael Franklin was my partner and I put him into a slam in the first hand he had played for nearly 10 years. It depended on a finesse. Michael took it against Viktor and he failed to cover, to the amusement of a large number of kibbitzers.

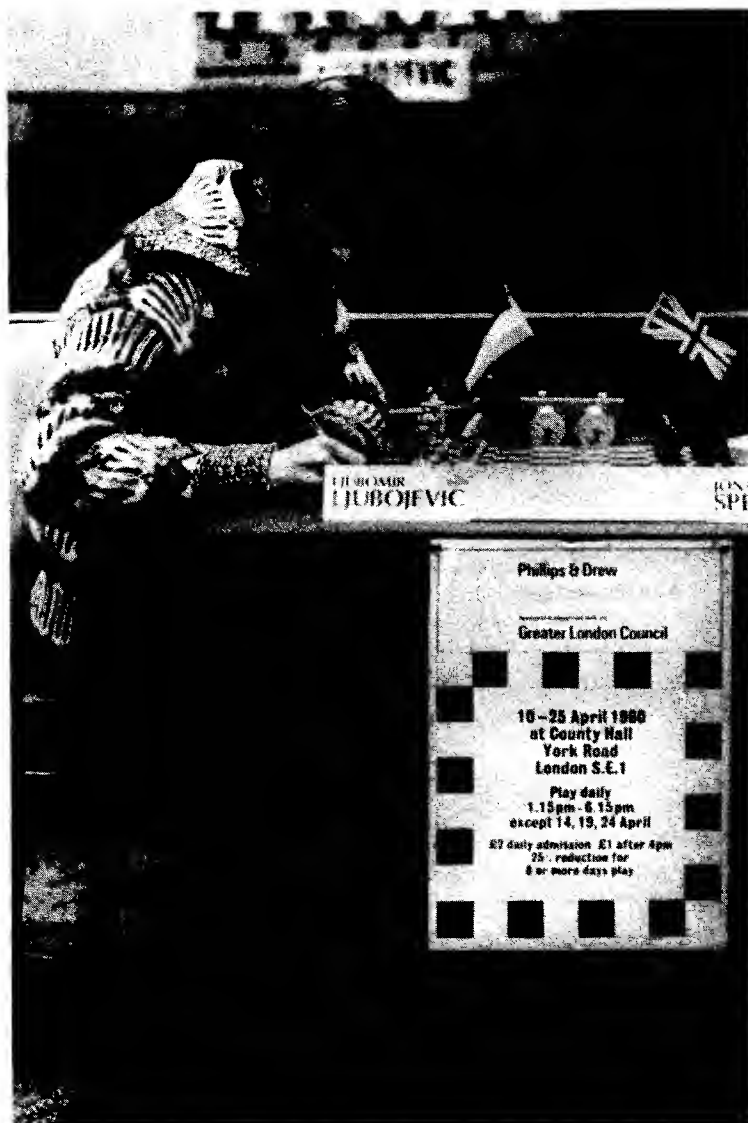


Bent Larsen

Denmark. Age 45. Grandmaster 1956. Rating 2580.

One of the most successful tournament players of all time, Bent is extremely popular because of his tremendous will to win. This leads to occasional debacles but he is always in there fighting the next day. His adventures are nonetheless based on sound technique and great endgame skill. Perhaps he is now past his best but he is still much to be feared. Although last at Montreal, he beat Karpov the joint tournament winner. In the Clarin tournament at Buenos Aires recently it wasn't enough for him just to win the tournament, he finished three points clear of Andersson, Miles and Spassky.

There have been 12 World Champions but Bent Larsen is the World Champion Raconteur. At a New Year's Eve Party David Levy told me early on how the dynamics of these things require that the most interesting person would finish the evening against a certain wall. True enough, there was Bent to be found holding court the next year.



Ljubomir Ljubojevic

Yugoslavia. Age 29. Grandmaster 1971. Rating 2590.

Another player full of sparkling ideas, especially in the openings, Lube is perhaps not as consistent as his fellow-countryman Gligoric. He is capable of reaching great heights but perhaps his temperament and tendency to time-trouble impede his progress.



Tony Miles

England. Age 24. Grandmaster 1976. Rating 2545.

There is little doubt that Tony is the strongest British player this century, in fact since Blackburne. Brought up in the hard, uncompromising school of weekend Swisses, his style may still be under their influence. His attitude of believing himself capable of beating anybody, justified recently by a win against Karpov at Skara, has had a great effect on the attitude of other British players. It is interesting that he, Bent Larsen and Jan Timman are the players apart from Korchnoi to be tipped as possible winners of this tournament.

**John Nunn**

England. Age 24. Grandmaster 1978. Rating 2515.

I have always had the feeling that John would succeed in anything he turned his mind to and that we are fortunate he chose chess as one thing on which to concentrate. The youngest Oxford undergraduate, at 15, since Cardinal Wolsey, he is truly an amateur player as interested in teaching maths as playing chess. Whether this will prevent him fulfilling his potential remains to be seen. He is a leading exponent of forthright, direct chess, a style always in favour with many British players.

**Gyula Sax**

Hungary. Age 28. Grandmaster 1974. Rating 2570.

It shows the tremendous strength at the top that Gyula is only ranked fourth in his country. Another player selected for this event because of his fine combinative skill, Gyula is always an exciting player to watch.

Just before the tournament started Gyula gave a 12 player clock simultaneous against young British players. He lost 5-7 and I think that this is possibly his prime motive for returning to play in the Lloyds Bank Masters this August. He is thirsting for revenge.



Nigel Short

England. Age 14. Master 1980. Rating 2360.

This was the player who gave the selectors the greatest difficulty. Would he be crushed by the relentless pressure of the great strength of his opponents?

After his fine result in the ICL/Hastings tournament this seemed unlikely and I was assured that mentally he would soon recover even if this did happen. Never before has such a young player competed with so strong a field. Fischer played in an Interzonal at 15 but there are weaker players at the bottom in such events. With a mature style for his age, he would be treated with all due caution and respect at the start of the tournament anyway.

Nigel's penchant for punk rock is well-known. At the moment he prefers not to be asked which football team he supports; Bolton were relegated rather easily from the First Division. David Bronstein, going over a game with him four years ago: "I don't need to explain this to you as you're a good player."

**Gennadi Sosonko**

The Netherlands. Age 36. Grandmaster 1976. Rating 2545.

A Soviet emigré eight years ago, Sosonko developed much slower than most players. He finds himself a little in the shadow of Jan Timman but is a fine, solid grandmaster who is particularly difficult to beat with the white pieces.



Jonathan Speelman

England. Age 23. Master 1978. Rating 2495.

Five players were originally chosen by Leonard Barden to receive special assistance from the Slater Foundation. Four are playing here and the fifth is Jonathan Mestel. Jon Speelman has made great strides since graduating so that he is regarded as one of the world's finest prospects for the grandmaster title.

Jonathan was extremely tall even when very young. Brian Hare tells of how he analysed with Jon after the game. "Coming out for a drink?" he enquired. "No, I've got to get home." "Oh, is your wife waiting?" Jon's laconic reply: "No, my mother."

**Michael Stean**

England. Age 26. Grandmaster 1977. Rating 2530.

His long association with Viktor Korchnoi as his second has resulted in a deepening in his style. Perhaps he lacks the purposefulness of Tony Miles ever to reach the heights justified by his deep understanding of the game.

Michael beat me at chess when he was 14. He seems to be better at bridge, too. Edward Penn went around the golf course with him during the tournament and was soundly beaten. "Oh, I haven't played for years", Michael said before they started. – It just isn't fair!



Jan Timman

The Netherlands. Age 28. Grandmaster 1974. Rating 2600.

As with most of the players, a frequent and welcome visitor to England. Although not yet very successful in the World Championship cycle, it is felt that he is potentially one of the strongest challengers due to the great strategic and tactical depth of his games. Perhaps, though, he allows his opponents too many chances.

Jan as a youth was an ardent member of the hippy culture. He spent some months as a teenager in the Soviet Union gaining chess experience. At a dance with a friend one night, his friend was asked, "can I dance with your girlfriend?"

HISTORICAL PERSPECTIVE

There was considerable controversy regarding the importance of this tournament relative to others. So much so that Leonard Barden nearly had an apoplectic fit disagreeing with me and I recently spent an hour on the telephone discussing this with Michael Macdonald-Ross.

London 1851 is the best example of the difficulty. This was the first tournament ever held, albeit on a knock-out match basis rather than all-play-all. Incidentally, it would be interesting to try this much-maligned system again. Nobody can deny that the quality of the games was poor compared with the present day, but it will always hold its proud place in history. What a man Howard Staunton must have been to get this off the ground!

London 1862 was the scene of the first all-play-all and another innovation was time-controls. Anderssen won, as he did in 1851, this time ahead of Louis Paulsen. Steinitz and Blackburne were among the also-rans.

London 1883 was a 14 player double round tournament with nearly all the best players of the day competing. It was Zukertort's finest hour and he came well ahead of Steinitz, Blackburne and Chigorin.

London 1899 was run on the same system although one player withdrew part way through. Emanuel Lasker triumphed here ahead of Janowski, Maroczy and Pillsbury. Schlechter, Blackburne, Chigorin and Steinitz also competed.

London 1922 was where Capablanca first played as World Champion. He justified his title, finishing in front of such luminaries of the game as Alekhine, Vidmar, Bogoljubev, Reti, Rubinstein, Maroczy, Tartakover and, making his first appearance, Euwe.

The greatest all-star tournament anywhere ever must be Nottingham 1936. There were three ex-World Champions, the reigning Champion and one future title-holder. Botvinnik and Capablanca won from Lasker, Euwe, Alekhine, Reshevsky, Flohr, Fine, Vidmar, Bogolyubev, Tartakover, and the British tail of Alexander, Tyler, Thomas and Winter.

Many of the innovations in World Chess have happened in England. London 1927 saw the first Women's World Championship. It was won by Vera Menchik playing as an Englishwoman, with the score of 10½/11. The first true Olympiad took place in 1927, no prize for guessing where. The first World Junior Championship was in Coventry and Birmingham in 1951. The Glorney Cup for junior teams in the first instance from England, Ireland, Scotland and Wales must be one of the oldest of its kind.

None of this tells us which were the best. It is clear that 1899, 1922 and 1936 saw the greatest events but has chessplay improved? There is no doubt that it has among the second-line players. There are far more very good players now than heretofore. But what of the greats? Bent Larsen would not give house-room to Capablanca or Lasker and cannot fit Alekhine into his top ten. Michael Macdonald-Ross thinks that there has been no overall improvement in the game at the top, just that the explanatory literature has enabled lesser players to grasp techniques much more readily. The truth probably lies somewhere in between these two extremes.

Looking at the ratings is a help. Professor Elo has determined ratings for all the leading players going back to Morphy. Naturally, the more recent figures have far greater credibility. They seem to bear out Michael's viewpoint when you look at the top players.

Alexander Alekhine	1892-1946	2690	Best 5 year average
Mikhail Botvinnik	1911-	2720	Best 5 year average
Jose R. Capablanca	1888-1942	2725	Best 5 year average
Robert Fischer	1943-	2780	1972 rating
Anatoly Karpov	1951-	2725	Current rating
Viktor Korchnoi	1931-	2695	Current rating
Emanuel Lasker	1868-1941	2720	Best 5 year average
Paul Morphy	1837-1884	2690	Based on scant information
Vasily Smyslov	1921-	2690	Best 5 year average
Mikhail Tal	1936-	2705	Current rating

Using this information and anything else to hand, we can assess some of the tournaments considered.

	Average rating of the players	Number of participants rated 2600 or higher
London 1883	2520	3
London 1899	2550	6
London 1922	2530	7
Nottingham 1936	2600	10
Teesside 1975	2535	2
Phillips & Drew 1980	2555	3

This analysis favours the four earlier tournaments, the figures being the all-time highs, whereas some players had passed their peak and others had yet to reach it. It suggests that the Phillips & Drew Kings was the strongest tournament ever to be held in London, possibly because the tail was much stronger.

Certainly our event did not suffer from the problem that all the others had, that most of the British participants lamely brought up the rear. It was a risk, after all they were the five lowest rated players (and coincidentally, the youngest).

DRAWING OF LOTS

There was a small party the night before at which this was carried out. This is traditional, but I do not see why the pairing numbers should not be decided in advance by the organisers so that they can publish the details in the programme.

The Appeals Committee was decided at the same time. This consisted of Miguel Quinteros, the Argentinian grandmaster in London to cover the event for his newspaper 'Clarín', John Nunn and Bill Hartston, with reserves Jan Timman and Viktor Korchnoi. John's main qualification was that he was not present to protest. I don't think we ever told him of the honour. I would regard the need to convene an Appeals Committee a sign of failure on the part of the arbiters generally. All the same it is essential to be prepared.

ROUND 1

The first problem was getting the players into the coach to take them from the Grosvenor Hotel to County Hall. It is far easier to manoeuvre 200 children and we did not try that again, leaving it to the players to make their own way.

There was a small reception at 12.30 p.m. and then the usual speeches. The senior partner of Phillips & Drew, Paul Bazalgette, opened the event. He had prepared an elaborate way to cut down on his 5 minute speech if it proved necessary, but all went well and we were ready for Korchnoi's first move at 1.15. "Play what first move you like", Viktor said to Mr Bazalgette. Harry Golombek and I were ready to pounce to default Viktor for receiving advice but in end 1 d4 got things rolling.

The Miles-Short game was an extraordinary saga. Tony, passing by on his way to the toilet after about three hours, said, "grrr". Does this count as discussing the game? Then he remembered to start drinking vast quantities of milk. This was Harry Golombek's main job throughout the competition; Tony gets through about three cows, quart jugs of milk, a session. That was probably worth two pawns. Then came the stroke of genius. There was a Space Invaders machine at the Grosvenor near where the adjournments were played. Whether Tony actually gave the little boy the money to play is not recorded but this must have been worth the other two pawns the Birmingham white hope lost before swindling a draw. Bill wrote in Now! that Nigel may have been unduly tired by being forced to rise early in response to the press but this has doubtful basis in fact.

Incidentally, Tony's peculiar diet is certainly having its effect. He has an unusually smooth complexion and a rather pronounced paunch for one so young. Why, oh why don't Unigate sponsor him?

S.R.

1.	Korchnoi	1-0	Ljubojevic
2.	Speelman	$\frac{1}{2}$ - $\frac{1}{2}$	Sax
3.	Stean	$\frac{1}{2}$ - $\frac{1}{2}$	Nunn
4.	Gheorghiu	1-0	Andersson
5.	Larsen	0-1	Sosonko
6.	Browne	0-1	Timman
7.	Miles	$\frac{1}{2}$ - $\frac{1}{2}$	Short

Game No. 1 Korchnoi-Ljubojevic
Queen's Gambit Declined

Ljubojevic's temperament was the main culprit in this game. Korchnoi achieved no advantage from the opening, but a wild pawn sacrifice by the Yugoslav was convincingly refuted to give the tournament favourite his first point.

1 d4 Nf6 2 c4 e6 3 Nf3 d5 4 Bg5 c6

An unusual reply in place of the more common 4... Be7 or 4... Nbd7, both of which lead to normal Q.G.D. positions after 5 Nc3. Now White can only play 5 Nc3 if he is prepared to enter the murky complications of Botvinnik's variation: 5... dxc4 6 e4 b5 7 e5 h6 8 Bh4 g5. Korchnoi opts for calmer waters.

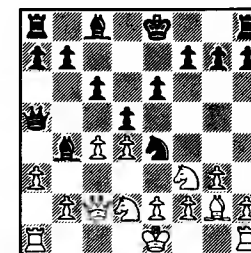
5 Qc2 Nbd7 6 Nbd2

In normal Queen's Gambit positions, an early Qc2 or Nbd2 by White are met by ...c5. Here, however, that can only be accomplished with loss of time, since the pawn has already moved to c6. A natural continuation now might be 6... Be7 7 g3 0-0 8 Bg2, leading to a position from the Catalan. But Ljubojevic has other ideas.

6 ... Qa5!

Black unpins his own knight, pins the white one and prepares to add to the pressure on the a5-e1 diagonal with ...Ne4 and Bb4. This idea is well known from the Cambridge Springs defence to the Queen's Gambit, but it seems equally applicable in the present position.

7 Bxf6 Nxf6 8 g3 Ne4 9 Bg2 Bb4 10 a3



White's slow opening play has not caused Black any problems. Black can now equalise comfortably with 10... Nxd2 11 Nxd2 dxc4! when the time White takes to regain his pawn gives Black the opportunity to complete his development: 12 Rc1 Bxd2+ 13 Qxd2 Qb5! 14 Qc3 0-0 15 Rc2 e5. Ljubojevic, however, decided mistakenly that White's passive play deserved more drastic punishment.

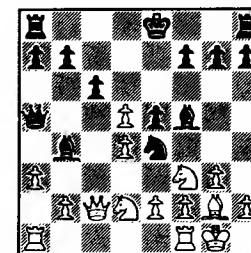
10 ... e5?

Imaginative but incorrect.

11 cxd5!

Much better than 11 dxe5? Bf5! when Black has a fine attack. By taking first on d5 Korchnoi ensures that Black can never play dxc4, regaining his pawn and opening the d-file.

11 ... Bf5 12 0-0!



Calmly stepping out of trouble; 12... Nxg3 now loses material after 13 e4 Nxf1 14 Nb3. Black has no choice but to enter the brief complications which follow.

12 ... Bxd2 13 Nh4! Nxb3

Black might as well take the material; he is going to be left with a bad position come what may.

14 Nxf5 Nxf1 15 dxc6

15 Rxf1 (threatening b4) or 15 Nd6+ were also tempting, but the move played leads to a clear position which gives Korchnoi no technical problems.

15 ... 0-0 16 cxb7 Rab8 17 Ne7+ Kh8 18 Rxf1

Now the black bishop must move, before White plays b4 to cut off its support.

18 ... Bh6

18...Bg5 would have allowed 19 Nc6 Qc7 20 Qf5! attacking the bishop and unpinning the knight.

19 Qc5!

19 Nc6 Qc7 lets Black escape for the time being.

19 ... Qb6

Black cannot stand the united passed pawns after 19...Qxc5 20 dxc5.

20 Nc8!

Threatening 21 Qxf8 mate as well as 21 Nxb6, Black has no choice but to return the borrowed exchange.

20 ... Qxc5 21 dxc5 Rfxc8

Otherwise the knight will take on a7 and the advance of the c-pawn will decide matters quickly.

22 bxc8=Q+ Rxc8 23 Rd1 Bg5 24 b4 Rd8 25 Bd5

Keeping rooks on the board to minimise any danger of reaching an opposite-coloured bishop draw. With two extra pawns on the Q-side this ending must be easy.

25 ... e4 26 e3 Bf6 27 Kf1 Be5 28 Ke2 f5 29 h3 g6
30 Bc4

The simplest; White's king is near enough to ensure that his passed pawns have the help they need.

30 ... Rxd1 31 Kxd1 Kg7 32 Kc2 Kf6 33 Kb3 h5
34 Ka4 Ke7

34...Bb2 35 c6 Ke7 36 Bf7! demolishes the K-side pawns.

35 Kb5 Bb2 36 Ka6! Bxa3 37 c6 Resigns

Black cannot stop the c-pawn becoming a queen.

Game No. 2 Speelman-Sax English Opening

An interesting opening, but both players were evidently content to start the tournament quietly with a draw.

1 c4 e5 2 Nc3 Nf6 3 Nf3 Nc6 4 g3 Bb4 5 Nd5 e4

5...Nxd5 6 cxd5 Nd4 7 Nxd4 exd4 has also been played several times, leaving the d-file full of pawns. After 8 Qc2 Qe7 9 Bg2 Bc5 10 0-0 0-0 11 e3 White retains chances of an advantage.

6 Nh4 Bc5 7 Bg2 d6 8 0-0 Be6

The attempt to take advantage of White's offside knight with 8...g5?! does not succeed: 9 d4! Nxd5 (otherwise 10 Bxg5 follows) 10 dxc5 Ndb4 11 a3 Na6 12 b4! and Black does not win the piece after all. 12...gxh4 13 b5 or 12...Ne5 13 f4! or 12...Ncb8 13 Qd4 0-0 14 Nf5! Bxf5 15 Bb2 f6 16 Qd5+.

9 d3

9 Nxf6+ Qxf6 10 Bxe4 Bxc4 leaves the black pieces very active, but see Stean-Sax (Game No. 18).

9 ...Nxd5 10 cxd5 Bxd5 11 Nf5 Qf6

11...0-0 12 dxe4 Be6 looks a safer way to equalise. Sax appears to toy with the idea of long castling, before thinking better of it.

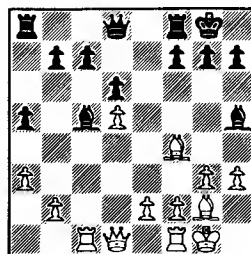
12 dxe4 Be6 13 Ne3 0-0

13...Bxe3!? 14 Bxe3 Qxb2 is perhaps more consistent, but undoubtedly risky; 15 Rb1 Qxa2 16 Rxb7 leaves Black in difficulties.

14 Nd5 Qd8 15 Bf4 a5 16 Rc1 Nb4

Ridding himself of the troublesome knight on d5.

17 a3 Nxd5 18 exd5 Bg4 19 h3 Bh5



Drawn

Rather early, of course, but if White is not in the mood for advancing pawns with 20 g4 Bg6 21 e4, then here is as good a place to stop as any.

Game No. 3 Stean-Nunn English Opening

Stean achieved even less than Speelman from his English Opening. The only question of interest in this game is whether Black might have tried for more with 16...Bf3 instead of 16...h5.

1 c4 e5 2 Nc3 Nf6 3 Nf3 Nc6 4 g3 Nd4 5 Bg2 Nxf3+ 6 Bxf3 Bc5 7 0-0 0-0 8 e3 d6 9 d4 Bb4 10 Qb3 Bxc3 11 Qxc3 e4 12 Bg2 Bg4 13 d5 Qd7 14 b3 Qf5 15 Bb2 Rfe8

16 Rfe1 h5 17 Qc2 Nd7 18 f4 exf3 19 Qxf5 Bxf5 20 Bxf3 Bg6 21 Bd4 Drawn.

Game No. 4 Gheorghiu-Andersson Queen's Indian Defence

Andersson's losses are always a surprise, but Gheorghiu appeared to give him no chance in this game. A systematic, direct attack, with some very neat tactical ideas gave the Romanian a good point.

1 d4 Nf6 2 c4 e6 3 Nf3 b6 4 a3

Curiously, this variation appeared three times in the first round, but was not seen again during the tournament. Browne-Timman (Game 6) continued 4...c5, while Miles-Short (Game 7) went 4...Ba6. Also possible is 4...d5, giving rise to a type of Queen's Gambit Declined. Andersson plays a strange looking idea which he has favoured before in this position.

4 ... Bb7 5 Nc3 Ne4!?

This is the Andersson special. White's plan with 4 a3 is connected with the threat of advancing pawns to d5 and e4 to stifle the bishop on b7 and take over the centre. White cannot allow his knight on c3 to be pinned by Bb4, or he will not be able to maintain these advanced pawns. Black must now, however, do something about the threat of d5. For example, after 5...Be7 6 d5 White has the advantage. The usual move is 5...d5; Andersson instead threatens Nxc3, wrecking White's pawns. After White takes the knight on e4, the bishop emerges and can no longer be shut out by d5.

6 Nxe4 Bxe4 7 e3

Vaganyan-Andersson, Buenos Aires 1978, continued 7 Bf4 c5 8 d5 exd5 9 cxd5 Be7 10 e3 Bf6 11 Ra2. Gheorghiu plays a quieter line, but nonetheless succeeds in maintaining some advantage.

7 ... c5 8 Bd3 Bxd3 9 Qxd3 cxd4 10 Qxd4!

Black would be happy after 10 exd4 d5. Now White

is ready to play e4 with a Maroczy bind formation. The exchange of white-squared bishops favours White here, since his pawns are mainly on white squares.

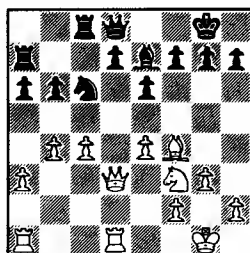
10 ... Nc6 11 Qd3 Be7 12 e4 Qc7 13 0-0 0-0 14 b3 a6 15 Rd1 Ra7?

Andersson sticks to his principles and refuses to advance the pawn to d6, a square of the same colour as his bishop. Nevertheless the natural 15...d6 would have led to a less uncomfortable position for Black.

16 g3!

White prepares to bring his bishop to f4, gaining control of the d6 square.

16 ... Rc8 17 Bf4 Qd8 18 b4!



White's plan begins to show itself. An advance of the Q-side pawns will cramp Black still further, and an eventual push of the pawn to b5 will leave a weakness on b6.

18 ... h6 19 Rac1 Rb7 20 b5! axb5 21 cxb5 Na5 22 Ne5! Rxc1 23 Rxc1 Bc5?

This seems to help White. Either 23...Qe8 followed by f6 or even 23...f6 at once would have been a better defensive try.

24 Nc6!

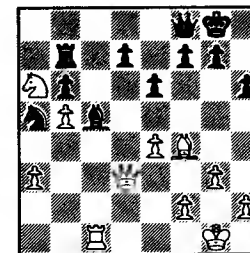
The start of a pretty knight manoeuvre which decides the game. The pin on the d-file is the first of several

tactical circumstances in White's favour.

24 ... Qa8 25 Nb4! Qf8

25...Bxb4 was impossible, for after 26 axb4 the black knight has nowhere to go.

26 Na6!



The final square on the knight's trip from f3. The sacrifice of the a-pawn is a temporary investment. The far more important pawn on b6 is White's goal.

26 ... Bxa3 27 Rc7!

Exchanging the b7 rook eliminates Black's most important defender and leaves the pawns on b6 and d7 ripe for plucking.

27 ... Rxc7 28 Bxc7 Qe7 29 Bxb6 Nb7 30 Bc7 Bc5

This was a time-trouble blunder, but the total discoordination of Black's forces and the strength of the passed b-pawn combine to make Black's position hopeless in any case.

31 Nxc5 Nxc5

31...Qxc5 32 Qxd7 also wins for White.

32 Bd6! Resigns

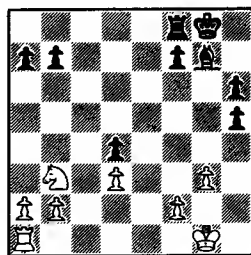
After 32...Nxd3 33 Bxe7 Black must give up his knight for the passed b-pawn. 32...Qg5 is simplest met by 33 Qc2 Nb7 33 Qc8+ Nd8 34 Bc7 winning a piece,

though 33 Bxc5 followed by Qxd7 is also an easy win. A forceful attacking game by Gheorghiu.

Game No 5 Larsen-Sosonko
Reversed Grünfeld (?)

A difficult game to explain. Larsen obtained a small advantage from a rather strange opening. After many exchanges, Sosonko reached an ending with an extra, doubled isolated h-pawn, but with Larsen's knight looking much better than the black bishop. Larsen must have thought his chances better, and he should certainly have been in no danger of losing. White's moves from 30 to 40, however, look decidedly odd and planless. During this period, the Danish grandmaster managed to create all sorts of chances for Sosonko's rook to attack his pawns. By the adjournment White was already lost. Good endgame play by Sosonko, but greatly aided by Larsen's over-optimism.

1 d4 Nf6 2 Nf3 e6 3 g3 c5 4 Bg2 cxd4 5 0-0 d5
6 Nxd4 e5 7 Nb3 Nc6 8 Bg5 Be6 9 Nc3 d4 10 Ne4 Be7
11 Nec5 Bc8 12 e3 0-0 13 exd4 exd4 14 Re1 h6 15 Bxf6
Bxf6 16 Qh5 g6 17 Qe2 Qc7 18 Nd3 Bf5 19 h4 Rad8
20 h5 Bg7 21 Be4 Rde8 22 Qf3 Ne5 23 Nxe5 Rxe5 24 Bd3
Bxd3 25 Rxe5 Qxe5 26 cxd3 Qxh5 27 Qxh5 gxh5



28 Rc1 f5! 29 Kg2 f4! 30 Nd2 fxc3 31 fxc3 Rf6! 32 Rc8+
Kh7 33 a4? Rb6 34 Nc4 Rb3 35 Rc7 Kg6 36 Kf2 a6
37 a5 Bf6 38 Ke2 h4 39 gxh4 Bxh4 40 Kf3 Rxd3+ 41 Ke4
Rb3 42 Ne5+ Kh5 (the sealed move) 43 Nd3 Bg3 44 Rg7
Kh4 45 Kxd4 h5 46 Kc4 Rb5 47 b4 Kh3 48 Nc5 h4
49 Nxb7 Be1 50 Nc5 Rxb4+ 51 Kd3 Rg4 52 Rh7 Kg2

53 Nxa6 Bxa5 54 Nb8 h3 55 Nc6 Rg3+ 56 Ke4 Bc3
57 Ne7 Rg7 White resigned.

Game No. 6 Browne-Timman
Queen's Indian Defence

The American grandmaster looked content with a quick draw, but his quiet opening play gave Timman the chance to weaken the white pawns. Thereafter Timman played with great precision to maintain an annoying initiative. Gradually drifting short of time, Browne allowed an ending where the black rook could penetrate and win a vital pawn.

1 d4 Nf6 2 Nf3 e6 3 c4 b6 4 a3 c5

One of the sharper methods at Black's disposal against 4 a3. White is invited to advance 5 d5 when 5...Ba6!? 6 Qc2 exd5 7 cxd5 g6 (Marjanovic-Timman, Portoroz 1979) leads to a Benoni type position which seems satisfactory for Black. Nonetheless, 5 d5 must be considered the critical line against 4...c5. Browne's quiet continuation promises no advantage.

5 e3 g6!?

An interesting idea. Now if White plays d5, we reach a Benoni where White has wasted the moves a3 and e3, while Black has just played the one move, b6, which is not in the system.

6 Nc3 Bg7 7 Be2 0-0 8 0-0 Bb7 9 b4

An attempt to make a3 look useful, but it does not turn out well.

9 ... cxd4 10 Nxd4

Playing in this manner to keep the centre open leaves the black bishops more effectively placed than White's. 1 prefer 10 exd4, though after that even 10...d5 11 c5 bxc5 12 bxc5 Ne4 does not look bad for Black.

10 ... Nc6 11 Nxc6 Bxc6

White had already spent over an hour on his clock; Black just half an hour. Perhaps this is a measure of Browne's dissatisfaction with the way the opening has gone.

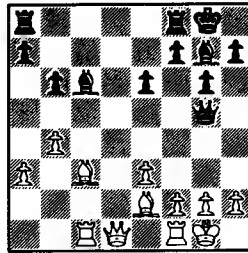
12 Bb2 d5 13 cxd5

Misjudging the simplified position which follows; 13 Qb3 would avoid the problems which now occur.

13 ... Nxd5 14 Rc1

Played after more than twenty minutes thought.

14 ... Nxc3! 15 Bxc3 Qg5



Black's threat of mate forces a weakness since 15 Bf3? loses to 15...Rad8 16 Qe2 Bb5. Despite the symmetry of the pawn structure, White has real problems.

16 g3 Rfd8 17 Qc2?

17 Qb3 must be better. After Black's next move, White's pawns are permanently weakened.

17 ... Qd5! 18 f3 Bxc3

18...Bh6 looked tempting, but after 19 e4 Black has nothing.

19 Qxc3 Ba4!

The best move of the game. The bishop controls d1 and prevents White challenging the d-file. Only in this manner can Black maintain the initiative.

20 Rf2 a5 21 bxa5?

This exchange makes matters worse for White. Allowing Black to take on b4 would have been better. A white pawn on b4 is more easily defended than one on a3.

21 ... bxa5 22 Bf1 Qb3!

The rook and bishop endgame will always be difficult for White in view of Black's threat to fix the a3 pawn by means of Bb3 and a4, then bring a rook to a2 or a1.

23 Rb2 Qxc3 24 Rxc3 Rac8

Forcing off a pair of rooks, after which the remaining rook finds it easier to gain access to the white position and his weak pawns.

25 Rd2

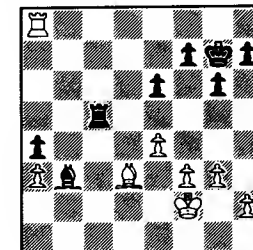
After this move Browne had only nine minutes left to reach the control at move 40. Such an endgame is difficult enough without time pressure.

25 ... Rxc3 26 Rxd8+ Kg7 27 Ra8 Rc5!

27...Rxe3 28 Rxa5 Rxa3 would have led to a certain draw. Black must keep his a-pawn to maintain winning chances. Now the threat is Bb3 and a4, followed by Rd1 and Ra1.

28 Kf2 Bb3 29 e4 a4 30 Bd3

Preventing the threatened Rc2+ followed by Ra2, but allowing another means to the same end.



30 ... Rc3 31 Ke2 Bd1+! 32 Kxd1 Rxd3+ 33 Ke2 Rxa3
34 h4 Kf6 35 Ra7 h5 36 e5+

Desperate, but White's position is lost anyway.

36 ... Kxe5 37 Rxf7 Rb3! 38 Ra7 a3 39 Ra4 Kd5
40 Ra6 Kd4 41 Rd6+

Of course 41 Rxe6 loses to 41...Rb2+ and 42...a2.

41 ... Kc3 42 Rd3+ Kb2 43 Rd2+ Ka1 44 Rd1+ Rb1
45 Rd6 a2 46 Kd2

Praying for time to play Kc2.

46 ... Kb2! 47 Resigns

The black king evades checks by walking out via c4 and the passed pawn costs White his rook.

Game No. 7 Miles-Short Queen's Indian Defence

This was undoubtedly the game of the first round. Short had beaten Miles in the British Championship and for most of this game looked set to repeat the performance. Nigel has the effect of provoking great nervousness in his opponents' play. This time the effect was a positionally and tactically disastrous sequence by Miles, calculated to win a pawn, but allowing an immediate refutation. In a totally winning position, however, Short missed several roads to immediate victory. Finally, he allowed an ingenious swindle. A very narrow escape for the grandmaster.

1 d4 e6 2 Nf3 Nf6 3 c4 b6 4 a3

Miles seems to have decided that his favourite 4 Bf4 is due for a rest. After a string of good results with that move, including two victories against Spassky, he now finds his opponents better prepared for it.

4 ... Ba6

Borrowed from the normal line with 4 g3 Ba6!? this

exaggerated bishop development causes White temporary problems defending his c-pawn.

5 e3

5 Qc2, threatening 6 e4 is a more critical response to Black's fourth move. Petrosian-Korchnoi (6th match game, 1980) continued 5...d5 6 cxd5 exd5 7 Nc3 c6 8 g3 with a somewhat preferable position for White.

5 ... d5 6 Nbd2 Be7 7 b4 0-0 8 Bb2 c5

Black can be content with his position from the opening. His easy development and threats to liquidate the centre make it hard for White to obtain any advantage. Miles now continues in the only manner to imbalance the position, but this seems to lead to no more than an equal game.

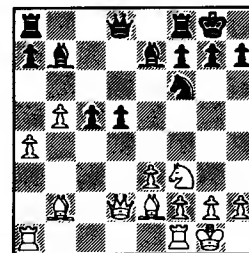
9 dxc5 bxc5 10 b5 Bb7 11 Be2 Nbd7 12 0-0 Ne4!

Correctly playing to exploit his central advantage and free f6 for the other knight.

13 cxd5 Nxd2

13...exd5? 14 Nxe4 dxe4 15 Nd2 leaves White with the beautiful c4 square for his knight.

14 Qxd2 exd5 15 a4 Nf6



The pawns at c5 and d5 give Black an advantage in space. If White's minor pieces could attack these pawns, he would have an advantage, but he does not have enough room to accomplish any effective regrouping. Thus White's

only real asset is his Q-side majority of pawns which to some extent will tie Black down on that wing. The position must be considered about equal.

16 a5 Ne4 17 Qc2 Rc8

Black frees a8 for the bishop in case White should ever play a6.

18 Nd2 f5!

With knights exchanged, White would bring his bishop to f3 and gain serious pressure against the centre pawns. This move, supporting the knight, is clearly what Black wants to play, but it demanded precise calculation.

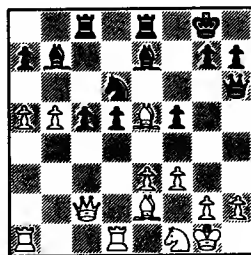
19 Rfd1

19 Nxe4 fxe4 20 Bg4 is superficially attractive, but leads nowhere. After 20...Rb8 21 Be5 Bd6 22 Be6+ Kh8 White's initiative peters out, leaving Black with a dominating central position.

19 ... Qd6! 20 f3 Qh6!

This is the point of his previous move. 21 fxe4? would now lose to 21...Qxe3+ 21 Kf1 fxe4+.

21 Nf1 Nd6 22 Be5 Rfe8



Miles now plays a combination to win a pawn – and loses everything. It is, however, quite easy to understand his reasoning. If White now grabs a pawn with 23 Bxd6 Bxd6 24 Qxf5, Black can play 24...Rxe3 25 Nxe3 Qxe3+ 26 Kf1 Bxh2 with a winning position. This gives rise to

the idea of interposing the moves a6 for White, met by Ba8 for Black, when the rook on c8 will be undefended after Black's Rxe3.

23 Bxd6? Bxd6 24 a6? Ba8 25 Qxf5?

Perhaps putting question marks for each of these moves is unfair; there should be just one big one covering all three. To win his pawn White has surrendered his most active piece, the dark-squared bishop, and compromised his Q-side pawns. He has also overlooked something more important.

25 ... Bxh2+!

This combination is based on the overloaded knight on f1, defending both h2 and e3. Now 26 Nxb2 Qxe3+ followed by Qxe2 leaves White completely lost. Miles thought for a long time to recover some composure, then found a way to continue the game.

26 Kf2 Qh4+ 27 g3 Bxg3+! 28 Kg2

A punch-drunk sort of totter from the white king, but 28 Nxb3 Qh2+ is even worse.

28 ... Be5 29 Rac1 c4

Short continues to play very accurately. This frees the rook on c8 from defending the pawn while also opening the diagonal from b6 to e3 for later bishop operations.

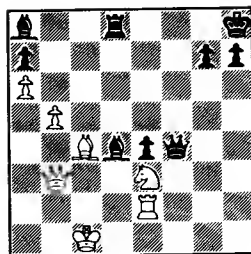
30 Rc2 Rcd8 31 Qh3 Qe7 32 Kf2 Bc7 33 e4

With Bb6 threatened, White has nothing else to do but resort to such desperate tactics.

33 ... Bb6+ 34 Ke1 dxe4 35 Bxc4+ Kh8 36 f4 Qb4+ 37 Ke2 Rxd1 38 Kxd1 Ba5?

Tiredness after a long day. 38...Qb1+ wins in a couple of moves: 39 Rc1 (39 Kd2 Ba5+) Rd8+ 40 Nd2 Qb4 followed, if necessary, by e3.

39 Qe3 Rd8+ 40 Kc1 Bb6 41 Qc3 Qd6 42 Ne3 Bd4 43 Qb3 Qxf4 44 Re2



The adjourned position. Black has two extra pawns and ought to win very comfortably. Nigel must have been tempted by 44...Bxe3+ when 45 Rxe3 Rd3! wins at once. After 45 Qxe3, however, matters are less clear; for example 45...Qxe3+ 46 Rxe3 Rc8 47 Rc3 Bd5 48 b6! axb6 49 Bxd5! Rxc3+ 50 Kb2 Rc8 51 Bxe4! and White escapes. The move he sealed is completely secure and maintains all of Black's advantages.

44 ... Qe5 45 Kb1 Rf8 46 Qd1 Qc5 47 Qb3 Rf3
48 Rd2 g6

Not 48...Rxe3? 49 Qxe3! with a back rank mate in mind.

49 b6

A last desperate fling. Now 49...Rxe3 or 49...Qxb6 add to Black's gains with no problems. Nigel finds a way to keep the game alive.

49 ... axb6?! 50 Qa4!

A fine resource which Black must have overlooked. Now 50...Bxe3? 51 Qa1+! Bd4 52 Rxd4 Qb4+ 53 Kc2 leaves Black in sudden difficulties.

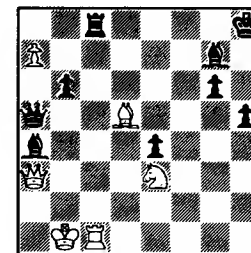
50 ... Rf8 51 Nc2 Bg7 52 Qb3 Bc6 53 Rd1 Qe5
54 a7 Ba4?

The bishop should not leave the long diagonal. 54...e3! followed by Be4 would still have won quickly.

55 Qa3 Rc8 56 Ne3 Qa5 57 Rc1! h5

57...Qxa7 58 Bb5! Rxc1+ 59 Qxc1 and the threats of Qc8+ or Qa3 continue to give Black problems.

58 Bd5!



59 ... Rxc1+ 59 Qxc1 Qxa7 60 Qc8+ Kh7 61 Nf5!

A miraculous saving move, four pawns behind. The threat of 62 Qg8 mate forces a draw since 61...gxf5 gives an immediate perpetual check by 62 Qxf5+ Kh6 63 Qf4+. Here the game was adjourned for a second time, with Black sealing his next move.

61 ... Be8

The only way to continue the game. Black hopes for 62 Qxe8 Qa1+ 63 Kc2 Qc3+ 64 Kd1 Qd3+ and 65...Qxd5 with an easy win.

62 Nxg7! Qd7 63 Qxe8 Qxd5 64 Ne6 Qb3+ 65 Kc1 Qc3+
66 Kd1 Qf6

If Black now had time for h4 and bringing his king out via h6 and h5, the four pawns would give him good winning chances. Unfortunately White has a neat way to force a draw.

67 Ng5+! Qxg5 68 Qf7+ Kh8 69 Qf8+ Kh7 Drawn.

A tremendous tussle and a fine example of Miles's best optimistic resourcefulness in a truly dreadful position.

ROUND 2

Victor and I went off to Liberty's in the morning. He seems to be much more aware than the other players, with the exception of Larsen, that chess is part of the entertainment business and that they have a responsibility to help with the publicity. It was the end of a Japanese fortnight in London and the great London store put on displays to promote their goods. One such was a demonstration of the Japanese form of chess, Shogi. Two of their grandmasters were present, one of them Teruichi Aono, a player of the Seventh Dan.

Viktor was shown how to play the game but probably learnt more about squatting shoe-less on a cushion. Apparently Shogi is played by about 14 million people in Japan, there are approximately 100 professional players and you can become a millionaire if good enough. As with most of their activities there is much more formality, for example the players do not press the clocks themselves: the equivalent of a geisha girl carries out this function.

At the time many people still thought Nigel was beating Tony so that the Short-Korchnoi game received perhaps the greatest publicity in the history of British chess. This brought its own special chaos. The players will not arrive before the announced start of the round. Photographers can do nothing without them but the players will not start while pictures are being taken. In the end I persuaded the two players to pretend to play and then the round started 10 minutes late. I am certain that everybody would be better off if they agreed to a photo-call 15 minutes before the start of the round and simulated play for the press.

After the hubbub had died away I started Nigel's clock and recommended him to go off for a few minutes by himself. On his return Korchnoi insisted on dividing the elapsed time equally and altered the clocks accordingly. A nice sportsman-like gesture unnoticed by anybody else. A small child opined that one shouldn't play well-known lines of the Ruy against such a great expert. Perhaps he is right. I suspect that Nigel was still regretting his lost opportunity against Tony Miles in this game and a couple

Game No. 8

55

afterwards. It was perhaps my fault that the press and television people were able to buttonhole Nigel immediately after he lost this game. Not a pleasant experience and perhaps we forgot that he was a 14 year old boy who would have difficulty making his feelings clear.

S.R.

8.	Ljubojevic (0)	$\frac{1}{2}$ - $\frac{1}{2}$	Gheorghiu (1)
9.	Short ($\frac{1}{2}$)	0-1	Korchnoi (1)
10.	Sax ($\frac{1}{2}$)	$\frac{1}{2}$ - $\frac{1}{2}$	Andersson (0)
11.	Sosonko (1)	$\frac{1}{2}$ - $\frac{1}{2}$	Browne (0)
12.	Speelman ($\frac{1}{2}$)	0-1	Steane ($\frac{1}{2}$)
13.	Timman (1)	$\frac{1}{2}$ - $\frac{1}{2}$	Miles ($\frac{1}{2}$)
14.	Nunn ($\frac{1}{2}$)	$\frac{1}{2}$ - $\frac{1}{2}$	Larsen (0)

Game No. 8 Ljubojevic-Gheorghiu Sicilian Defence

A fine game by Gheorghiu — up to a point. The Romanian grandmaster broke open the position by means of some very neat tactical resources and won two pieces for a rook. Then he spoiled everything by giving back one of the pieces for an imaginary mate. There was only a draw by perpetual check.

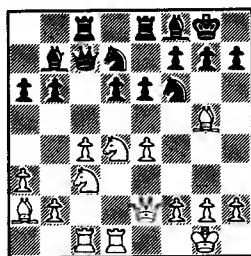
1 e4 c5 2 Nf3 e6 3 d4 cxd4 4 Nxtd4 a6 5 Bd3 Nf6
6 O-O d6 7 c4 Be7 8 Nc3 O-O 9 Be3

This system where Black allows White the advantage of four ranks to three has appeared frequently in Gheorghiu's games. White must decide on which wing to concentrate his plans to increase his space. Besides this natural move, 9 Be3, there are two alternative ideas: a) 9 b3 b6 (or 9...Nbd7 10 Bb2 Re8 11 Kh1 Bf8 12 f4?! e5! with good play for Black; Spassky-Gheorghiu, Manila 1976) 10 Bb2 Bb7 11 Qe2 Nc6; Sveshnikov-Gheorghiu, Novi Sad 1979; b) 9 Kh1 b6 10 f4 Bb7 11 Nf3 Nbd7; Lederman-Gheorghiu, Netanya 1977. Black's resources always seem adequate, though he must play with great accuracy to avoid being swamped by White's advance. The game Nunn-Gheorghiu (game 42) from round 6 is an example of a successful White direct attack.

9 ... Nbd7 10 Rc1 Re8 11 a3

This appears to be a preparation for b4, but in fact Ljubojevic has in mind a totally different and new idea. White has many ways of organising his pieces in this position, but most favoured at the present time is the wait-and-see method, playing b3, f3, Qd2, Rfd1 and Bf1; discouraging Black's thematic breaks with d5 or b5 and slowly preparing a later advance on the Q-side or K-side as circumstances dictate.

11 ... Bf8 12 Bb1 b6 13 Qe2 Bb7 14 Rfd1 Rc8
15 Bg5 Qc7 16 Ba2



This is the idea envisaged by Ljubojevic in playing 11 a3. The bishop on a2 deters Black's d5, protects the c-pawn and opens some possibilities of tactics on the a2-g8 diagonal. All the same it looks highly artificial.

16 ... Qb8 17 f3

17 f4 e5! gives Black chances of pressure against the e-pawn which fully compensate for his own weaknesses.

17 ... d5!

Refusing to be bluffed by the bishop on a2. The opening of the position frees Black's pieces far more than it helps White.

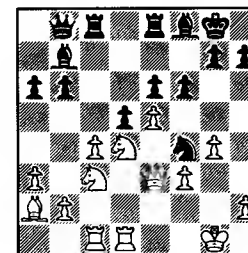
18 Bxf6 Nxf6 19 e5 Nh5!

Making it impossible for White, after 20 cxd5 exd5, to protect his e-pawn with f4.

20 g4?

Overlooking Black's 21st move. 20 Qe3, threatening 21 g4, was better.

20 ... Nf4 21 Qe3 f6!



A tremendous move, completely exposing the fragility of White's formation. After 21 Qxf4 fxe5 Black regains the piece with great advantage. 21 exf6 e5! also leads to loss of material for White.

22 cxd5 fxe5

Firmly supporting the knight and creating unpleasant possibilities of a pin with Bc5.

23 Nxe6!?

Anything else is disastrous for White.

23 ... Rxe6!

23...Nxe6 24 Ne4! prevents Bc5 and the knight on e6 can only move away at the cost of allowing 25 d6+ followed by d7.

24 d6

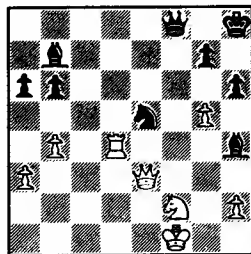
The only way to regain some material. The bishop's diagonal to c5 is blocked.

24 ... Bxd6 25 b4 Kh8 26 Bxe6 Nxe6 27 Ne4 Rxc1
28 Rxc1 Nd4

As a result of the complications, Black has emerged with two pieces for a rook and certainly ought to win this

position. As always, however, Ljubojevic fights hard to introduce more difficulties.

29 f4 Be7 30 Rd1 Qa8 31 Nf2 Bh4 32 fxe5 Nf3+
33 Kg2 Nxe5+ 34 Kf1 Qf8 35 Rd4 h6 36 g5!?



36 ... Qf5??

A total miscalculation. Instead either 36...hxg5 37 Rxh4+ gxh4 38 Qxe5 Qf3; or 36...Bxf2 37 Qxf2 Qxf2+ 38 Kxf2 b5! (not 38...hxg5 39 Rd8+ Kh7 40 Rb8!) would give Black good winning chances.

37 Rxh4 Qb1+ 38 Ke2 Bf3+ 39 Kd2 Qb2+

By now Black had noticed that the planned Nc4+ is impossible.

40 Ke1 Qb1+ 41 Kd2 Qb2+ 42 Ke1 Drawn.

Game No. 9 Short-Korchnoi Ruy Lopez

An uncharacteristic loss for Nigel, who made a bad oversight on move 15 and never had a chance to recover against Korchnoi's energetic attack.

1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 Nf6 5 d4

Preventing Korchnoi's favourite Open Defence: 5 0-0 Nxe4. Now 5...Nxe4 is met by 6 Qe2, giving White the better game. Nevertheless, 5 d4 is considered to open the game too quickly for White to expect any advantage.

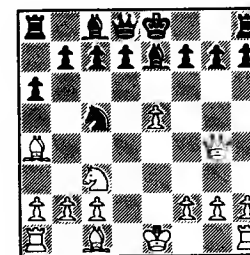
5 ... Nxd4

5...exd4 has been the more common reply here, though it tends to lead to the same position.

6 Nxd4

I do not know if 6 Nxe5 has ever been played here. After 6...Bc5 Black's position seems satisfactory; 7 Nd3 Ba7 or 7 Be3 Ne6 both enable Black to develop comfortably.

6 ... exd4 7 e5 Ne4 8 Qxd4 Nc5 9 Nc3 Be7
10 Qg4(?)



An aggressive attempt to obtain some advantage from the opening, but it backfires. Instead, 10 0-0 would reach a position known from two previous Korchnoi games. Stein-Korchnoi, Erevan 1965, continued 10...0-0 11 Nd5 d6 12 Nxe7+ Qxe7 13 exd6 Qxd6 14 Qxd6 cxd6 15 Bb3 Nxb3, with a perfectly level position which was agreed drawn here. The later game, Kavalek-Korchnoi, Bucharest 1966, took exactly the same course, but went on for another twenty moves before the point was shared. Larsen made the interesting comment after the present Short-Korchnoi game, that he found it difficult to understand why Korchnoi played such an opening when 10 0-0 0-0 11 Nd5 leads to such a thoroughly drawn position. At any rate he was certainly grateful to Short for not continuing in this overtly pacific manner.

10 ... Kf8!

The time Black loses with his king is balanced by White's queen wanderings. This position, with White having played 0-0 instead of Nc3, is known to theory

which claims a slight advantage to White. This game shows that assessment to be over-optimistic.

11 0-0 d5 12 Qd4 c6 13 Bb3 h5

Black prepares to play Bf5 and g6 after which it will be clear that his king is not so badly placed.

14 Ne2 Bf5 15 Be3?

For so long has Black been able to capture the bishop with his knight, that White overlooks that it has now become a real threat. 15 Qd1 was best, giving necessary support to the c-pawn.

15 ... Nxb3

Of course! Now White cannot recapture with a-pawn or he loses the c-pawn.

16 cxb3 c5 17 Qd1 d4

Black has the bishop pair, an enormous central passed pawn, more space and excellent attacking chances. White should now play 18 Bc1 and hope for a later chance to regroup, though after 18...Qd5 his position still looks very bad. Instead, Nigel gives Korchnoi a chance to develop a K-side initiative.

18 Bf4 g5! 19 Bc1 h4!

Preventing White playing Ng3 followed by f4. Now 20 f4 g4 leaves White quite squashed.

20 Re1 Qd5 21 Nc3 Qc6 22 Nb1

Entrenched on the back rank, White can now only wait for the onrush of Black's attacking forces. He does not have long to wait.

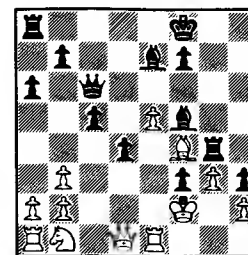
22 ... g4 23 Bf4 h3 24 f3 Rg8

Now the threats of hxg2 or gxf3 force White's desperate reply.

25 g3 gxf3 26 Kf2

If White is given time to play Qxf3 or Nd2 and Nxf3 he will be able to fight back; but Black's attack is already too far advanced.

26 ... Rg4!



The beginning of the end. 27 Qxf3 is now met by 27...Rxf4! 28 gxf4 (28 Qxf4 Qg2 mate) Bh4+ 29 Ke2 Qxf3+ 30 Kxf3, Bxe1.

27 Rg1 Rxf4! 28 gxf4 Bh4+ 29 Rg3

There is no choice. 29 Kf1 Qb5+ wins at once for Black.

29 ... Bxg3+ 30 hxg3

30 Kxg3 Qg6+ finishes matters quickly.

30 ... Qe4 31 Qxf3 Qc2+ 32 Qe2 d3 33 Qd2

33 Qxc2 dxc2 34 Nc3 b5 and the two passed pawns are more than White can cope with.

33 ... Ke7 34 Kg1 h2+! 35 Kxh2

35 Qxh2 Qc1+ and 36...Qxb2+ wins at least the rook on a1.

35 ... Rh8+ 36 Kg1 Be4! 37 Resigns.

There is no defence to 37...Rh1+.

Game No. 10 Sax-Andersson
Sicilian Defence

The Hungarian's forthright opening play was met by a highly thematic pawn sacrifice and central breakthrough by Andersson. Black secured freedom for all his pieces; then, just as the game was looking interesting, they stopped.

1 e4 c5 2 Nf3 d6 3 d4 cxd4 4 Nxd4 Nf6 5 Nc3 a6
6 f4 e5 7 Nf3 Nbd7 8 a4 Qc7 9 Bd3 Be7 10 O-O O-O
11 Nh4 g6 12 f5 d5 13 exd5 e4 14 Be2 Bd6 15 g3 b6
16 Be3 Bb7 17 Qd2 Drawn.

Game No. 11 Sosonko-Browne
Queen's Indian Defence

Quite interesting as far as it went. The fashionable 4...Ba6 once again proved its value as a reliable system against 4 g3. Sosonko succeeded in isolating the black d-pawn, but Browne's pieces were always active enough to avoid any difficulties.

1 d4 Nf6 2 c4 e6 3 Nf3 b6 4 g3 Ba6 5 Nbd2 d5
6 Bg2 Be7 7 Ne5 O-O 8 O-O c5 9 cxd5 exd5 10 dxc5
Bxc5 11 Nb3 Re8 12 Nd3 Nbd7 13 Bg5 h6 14 Bxf6 Nxf6
15 Rc1 Rc8 16 Re1 Qd6 17 e3 Red8 Drawn.

Game No. 12 Speelman-Stean
Queen's Indian Defence

A good old-fashioned king hunt gave the spectators value for money, but it should never really have happened. Speelman's imaginative opening play ought not in fact to have given him any real attacking chances. As Stean drifted into time trouble, however, more white pieces wandered towards his king. The finish contains that very rare phenomenon, a double knight sacrifice.

1 d4 Nf6 2 c4 e6 3 Nf3 b6 4 Nc3

This move introduces another system against the

Queen's Indian which was popular in the present tournament. White intends straightforward piece development with Bg5, e3 and Bd3.

4 ... Bb7

Entering the territory of the Nimzo-Indian by means of 4...Bb4 is the more common reply which was played in the games Korchnoi-Timman (game 17), Gheorghiu-Speelman (game 49) and Gheorghiu-Miles (game 72).

5 Bg5

5 a3 is more attractive here than on the previous move, since Black is deprived of defensive lines with Ba6.

5 ... h6 6 Bh4 g5

Chasing the bishop is the theoretically critical line, though Black can also secure a safe position with 6...Be7, followed by O-O and striking in the centre with d5 or c5.

7 Bg3 Nh5 8 e3

8 Qc2 followed by O-O-O has also been tried here, but 8 e3 is more flexible, keeping the option of castling on either wing. Another sharp try is 8 Be5 f6 9 Qd3 as in a 1963 USSR Championship semi-final game between Shamkovich and Polugayevsky. There followed 9...fxe5 10 Qg6+ Ke7 11 Qxh5 exd4 12 Nxd4 Bg7 and Black's two bishops were adequate compensation for this loss of castling.

8 ... Nxg3 9 fxg3!?

This unnatural recapture was played with great success in the game Romanishin-Ribli from the last round of the 1979 Riga Interzonal tournament. White hopes for active piece play on the white squares and down the f-file.

9 ...Bg7 10 Bd3 Nc6

Ribli had developed with 10...d6 and 11...Nd7, which is also possible, though not with the dubious central pawn play which followed. The game went as follows: 10...d6 11 O-O Nd7 12 Bc2 Qe7 13 Qd3 a6 14 Nd2 c5 15 Nde4 f5 16 dxc5! Nxc5 (16...fxe4 17 Nxe4 catches the black king

in the centre) 17 Nxd6+ Kf8 18 Nxf5 exf5 19 Qxf5+ Kg8 20 Nd5 Qe8 21 Rad1 Rc8 22 B4 Ne6 23 Nxb6 Rc7 24 c5 h5 25 Rd6 Rh6 26 Rxe6 resigns. Stean opts for the sensible plan of quick castling on the Q-side.

11 0-0 Qe7 12 Rc1 0-0-0 13 Qa4 Kb8 14 c5

White begins to open lines towards the black king but the defensive resources should be totally adequate, while the bishop on g7 remains Black's secret weapon in attack.

14 ... g4 15 Nh4 Bf6

The idea is not so much to capture the knight, which would leave the queen on h4 dangerously away from its defensive duties, as to bring the bishop actively into play on g5.

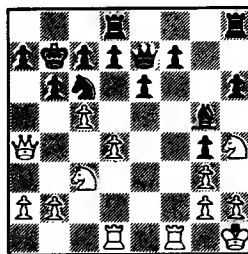
16 Ba6 Bg5 17 Bxb7?

Stubbornly refusing to move either rook to e1 since he wants them on the c- and f-files. But this sacrifice of the e-pawn is not correct.

17 ... Bxe3+ 18 Kh1 Kxb7

There is nothing wrong with 18...Bxc1! Stean lets himself be bluffed during this stage of the game, possibly trying to play safe while Speelman drifts into time trouble. In fact, he errs in the direction of danger.

19 Rcd1 Bg5



20 d5!?

The attack breaks; but now Speelman had only fifteen minutes for the next twenty moves.

20 ... exd5 21 b4 d4 22 Nf5 Qe6?!

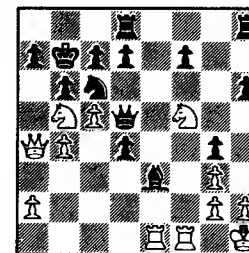
22...Qe5 gives another defence to the d4-pawn and would make White's prospects of justifying his sacrifice of two pawns slim.

23 Nb5 Be3 24 Rde1!

A move setting Black some problems. 24...Qc4? loses to 25 Nbd6+! Perhaps 24...Qe5 is still the best, though 25 Nfxd4 a6! is rather unclear.

24 ... Qd5?

This must be a mistake; now Speelman has a forced win which, with five minutes on his clock, enabled him to give mate before the control was reached.



25 Ne7!

Luring the knight away from c6 and opening the gates for a king hunt.

25 ... Nxe7 26 Qxa7+ Kc6 27 Qxc7+! Kxb5 28 Qxb6+ Kc4

28...Ka4 allows mate at once with 29 Qa5.

29 Qa6+! Kxb4

29...Kc3 30 Qa3+ Kc4 31 Rc1+ leads to a similar end.

30 Rb1+ Kxc5

After 30...Kc3 the simplest is 31 Qa3+ Kc4 32 Qb3+ Kxc5 33 Qb4+ as in the game.

31 Qb6+ Kc4 32 Qb3+ Kc5 33 Qb4+ Kc6 34 Qb6 mate.

A scrappy game, but good fun.

Game No. 13 Timman-Miles Sicilian Defence

Usually, to judge from past experience, Miles has trouble with the black pieces against Timman. His favourite Dragon variation has come in for some harsh treatment. On this occasion, however, he seemed to gain the draw without difficulty. After a strange order of moves, they reached a position known twenty years ago and considered good for White. Either Timman played without sufficient vigour or the whole variation needs reassessment.

1 e4 c5 2 Nf3 d6 3 d4 cxd4 4 Nxd4 Nf6 5 Nc3 g6 6 Be3 Bg7 7 f3 O-O 8 Qd2 Nc6 9 O-O-O

Timman has been mainly responsible in recent years for the rehabilitation of this move at the expense of the previously fashionable 9 Bc4.

9 ... Nxd4

Timman has shown that the previously recommended 9...d5 gives White good prospects after 10 exd5 Nxd5 11 Nxc6 bxc6 12 Bd4! e5 13 Bc5 Be6! 14 Ne4!

10 Bxd4 Be6 11 Kb1 Qc7

11...Qa5? is impossible here because of the very strong reply 12 Nd5! That is the reason for White's 11 Kb1 - the queen on d2 cannot be taken with check.

12 Bb5!?

Against either 12 g4 or 12 h4 Black plays 12...Rfc8

followed by Qa5. Experience has shown that the Q-side counterplay then is fully adequate against White's initiative on the other wing. The idea of 12 Bb5 is to bring the bishop via a4 to b3, reaching the same formation as in a line from the 9 Bc4 variation with the loss of tempo compensated by Black's having his queen on c7 rather than the more active a5 square.

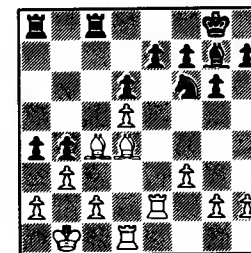
12 ... Qa5 13 Ba4 b5 14 Bb3

White can hardly consider opening the b-file by taking the pawn. In fact after 14 Bxb5 at the very least Black can regain his pawn with 14...Bxa2+. The position now reached is that of an old variation, with both sides having lost a move. The normal order is 9 Bc4 Nxd4 10 Bxd4 Be6 11 Bb3 Qa5 12 O-O-O b5 13 Kb1, though theory has considered this good for White since the early 1960s.

14 ... b4 15 Nd5 Bxd5 16 exd5

16 Bxd5 gives Black equality after 16...Nxd5 17 Bxg7 Nc3+! since 18 bxc3 Rab8! gives Black the advantage.

16 ... Qb5 17 Rhe1 a5 18 Qe2 Qxe2 19 Rxe2 a4 20 Bc4 Rfc8 21 b3



This position has been known to theory since the game Tal-Khasin, 29th USSR Ch. 1961. In that game black-squared bishops were exchanged, White established his remaining bishop on c6, tied Black down to defence of the b4 pawn and forced a good victory. Since then the position has been considered favourable to White. Miles clearly is of a different opinion, and Timman seems unable to challenge his argument.

21 ... Rc7 22 Bb5 axb3 23 cxb3 Ra5!

A fine defensive resource which White perhaps overlooked when playing 22 Bb5. Now 24 Bb6 Rxb5 25 Bxc7 Nxd5 favours Black, while 24 Bc6 Nxd5! is also bad for White. In view of this, White should return to move 22 to look for a way to gain some advantage, since the move played loses too much time. Perhaps 22 g4 is the best chance.

24 Bc4 Rb7

Black has succeeded in bringing his rooks to their best squares. White is tied to defence of the d-pawn and Black's own b-pawn is well defended.

25 Bf2 Drawn.

Game No. 14 Nunn-Larsen Evans' Gambit

As with most of the old gambits, White's main fear is that the dissipation of central tension will just lead to a draw. Nunn achieved considerable piece play in this game, but the absence of any real strategic advantages to work on gave him no genuine chance of victory against accurate defence.

1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 b4 Bxb4 5 c3 Be7

Most grandmasters consider this the most sensible response. Black avoids all the dangers of the old lines such as 5...Ba5 6 d4 exd4 7 O-O, keeping instead a safe position, ultimately gaining the bishop pair and no structural defects.

6 d4

White gets nowhere with 6 Qb3 Nh6 7 d4. After 7... Na5 8 Qa4 Nxc4 9 Qxc4 Ng4 10 h3 Nf6 11 dxe5 d5! Black has a fine game.

6 ... Na5! 7 Nxe5

7 Bd3 d6 gives Black an easy game without problems.

7 ... Nxc4 8 Nxc4 d5 9 exd5 Qxd5 10 Ne3 Qd7!?

This seems to be a new move; previously only 10... Qd8 or 10...Qa5 have been played here.

11 O-O Nf6 12 c4 O-O(?)

The consistent continuation would have been 12...b5!? challenging the white central pawns. After the move played White re-establishes his control and Black's tenth move never looks quite justified.

13 Nc3 c6 14 d5!

Putting an end to Black's idea of playing b5.

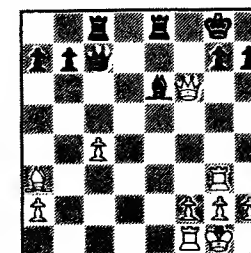
14 ... cxd5 15 Ncxd5 Nxd5 16 Nxd5 Bd8 17 Rb1 Qc6 18 Qd4 Be6

White's well-centralised pieces more than compensate for the isolation of his Q-side pawns. Black must defend with extreme care.

19 Rb3 Rc8

This allows White to force the win of a pawn, though only temporarily. 19...f6 followed by Rf7 would have set up an apparently firm defensive position, but left Black with a great problem in the shape of the bishop on d8. Against this, White's plan of doubling rooks on the e-file looks dangerous.

20 Ba3 Re8 21 Rg3 f6 22 Nxf6+ Bxf6 23 Qxf6 Qc7



Black's threat of 24...Qxg3 and his triple attack on c4 ensure that he will regain his pawn, but White can expect to retain a permanent initiative on the long black diagonal. Nevertheless, a draw already looks the likely outcome.

24 Qd4 Rcd8 25 Qc3 Bxc4 26 h4 Rd7 27 Rc1 b5
28 Bb2 Ree7 29 a4 a6 30 axb5 axb5 31 Ra1

Now threatening 32 Ra8+ Rd8 33 Rxg7+! Black must still take care; the opposite coloured bishops just add to White's attacking chances.

31 ... Qd8! 32 h5 h6

32...Rd1+? 33 Kh2 leaves Black in trouble.

33 Ra6 Rf7!

A fine defence to the threat of 34 Rxh6 which would now be met by 34...Rd1+ 35 Kh2 Qh4+ 36 Rh3 Qf4+, winning the rook on h6.

34 Rd6(!) Qe7

Keeping cool; 34...Rxd6? 35 Rxg7+ Kf8 36 Rg8+! would be a nasty accident.

35 Rxd7 Qxd7 36 Kh2 Qd6 37 Qc2 Qc7 38 Qg6 b4
39 Qe4

Of course not 39 Qxh6? Qxg3+.

39 ... Re7 40 Qd4 Rd7

Here the game was adjourned with White sealing his move.

41 Qg4 b3 42 f4 Re7 43 f5 Be2!

Black has organised an effective defence to the idea of playing f6. 44 Qg6 Bd3 would give trouble only to White.

44 Qd4 Rd7 45 Qe3 Bxh5 46 Qxb3+ Kh7 47 Qe3 Re7
Drawn.

An interesting game which Larsen had to defend with persistent accuracy.

ROUND 3

Saturday 12 April

Far fewer spectators today. Interestingly enough, in Holland this would have been the big one for Korchnoi played Timman. The weather was superb, something I try to arrange at my tournaments. It was the turn of the Japanese to visit us today, bows all round.

Ulf had his second consecutive drab draw. He had Black in the first so that he is absolved of all guilt there. Perhaps he was still recovering from his first round defeat. I taxed him on the matter. "Well, what can you do," he said shrugging his shoulders. Perhaps players shouldn't receive that percentage of their appearance fees for such games.

S.R.

15.	Andersson ($\frac{1}{2}$)	$\frac{1}{2}$ - $\frac{1}{2}$	Ljubojevic ($\frac{1}{2}$)
16.	Gheorghiu ($1\frac{1}{2}$)	1-0	Short ($\frac{1}{2}$)
17.	Korchnoi (2)	$\frac{1}{2}$ - $\frac{1}{2}$	Timman ($1\frac{1}{2}$)
18.	Stean ($\frac{1}{2}$)	$\frac{1}{2}$ - $\frac{1}{2}$	Sax (1)
19.	Browne ($\frac{1}{2}$)	$\frac{1}{2}$ - $\frac{1}{2}$	Nunn (1)
20.	Miles (1)	0-1	Sosonko ($1\frac{1}{2}$)
21.	Larsen ($\frac{1}{2}$)	0-1	Speelman ($1\frac{1}{2}$)

With these results the last 100% record vanished when Korchnoi drew with Timman. That left four players on $2\frac{1}{2}$ points sharing the lead: Korchnoi, Speelman, Sosonko and Gheorghiu. Timman was half a point behind them, and these were the only players with plus scores. Certainly Speelman appeared to be making a great effort to secure his first grandmaster norm.

Game No. 15 Andersson-Ljubojevic English Opening

This draw has a somewhat contrived air about it. The final position is known to be favourable to White, as has been proven in many games, including for example Andersson-Hort, Niksic 1978, where White gradually secured a winning game, only to concede half a point after missing a

Games Nos. 15, 16

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win at move 50. Ljubojevic normally avoids this line by playing 8...Na6 instead of 8...d5, but he and Andersson are old friends...

1 c4 c5 2 Nf3 Nf6 3 b3 g6 4 Bb2 Bg7 5 g3 b6
6 Bg2 Bb7 7 0-0 0-0 8 Nc3 d5 9 Nxd5 Nxd5 10 Bxg7
Kxg7 11 cxd5 Qxd5 12 d4 cxd4 13 Qxd4+ Qxd4 14 Nxd4
Kxg2 15 Kxg2 Drawn.

Game No. 16 Gheorghiu-Short Dutch Defence

A powerfully played attack by Gheorghiu who exploited his advantages with subtle accuracy. Despite the early exchange of queens, Black's position collapsed with amazing speed.

1 d4 e6 2 Nf3 f5 3 g3 b6?!

If Black could play this move in the Dutch Defence, that opening would be far more popular.

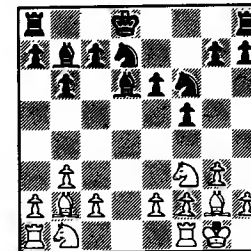
4 d5!

The classical response to an early b6 by Black. White always seems to emerge with a superior pawn formation.

4 ... Bb7

I prefer 4...Bd6, adding to the messiness of the position.

5 dxe6 dxe6 6 Qxd8+ Kxd8 7 Bg2 Bd6 8 0-0 Nd7
9 b3 Ngf6 10 Bb2



10 ... Ke7

A natural move, played perhaps too quickly. At first sight, Black appears to have overcome his opening difficulties, but within a couple of moves he is clearly in trouble. Nonetheless, it is hard to find a good plan for Black. After 10...e5 White can play 11 Rd1 (11 Nxe5!? Bxg2 12 Nf7+ Ke7 13 Nxd6 Bxf1 14 Nxf5+ Kf7 15 Kxf1 is difficult to assess) when 11...Ke7? is met by 12 Nh4! and 11...e4 by 12 Nd4 g6 13 Nb5 Be7 14 Be5.

11 Nbd2! Bd5

Black is already defending against direct threats. Here 12 Nc4 had to be prevented.

12 Rfe1!

It is a measure of White's superiority that he has time for such a move as this. Now e4 is in the air, opening the e-file onto the black king and weak pawn at e6.

12 ... Rae8 13 Nd4! c5 14 Nc6+ Bxc6 15 Bxc6 Rc8 16 Bxd7!

Having gained the bishop pair, White might be tempted to hang on to it, but once one starts to look at this move, its force becomes clear.

16 ... Kxd7

16...Nxd7 simply lost the g7 pawn.

17 e4!

The opening of the centre leaves White's rooks too powerful on the d- and e-files.

17 ... Be7 18 Rad1 Rhe8 19 Nc4+ Kc7 20 Bxf6!

For the second time, a bishop captures a knight to great effect. Black cannot retake with the bishop without losing control of d6 and letting the knight fork his rooks.

20 ... gxf6 21 exf5 exf5 22 Ne3

The finishing touch. Not only does Black lose the f5 pawn, but his bishop remains vastly inferior to the knight.

22 ... Bd6 23 Nxf5 Be5 24 f4! Bc3 25 Re7+! Rxe7 26 Nxe7

Not only threatening the rook, but also a fork on d5.

26 ... Bd4+ 27 Rxd4! Resigns.

The resulting king and pawn ending is easy for White.

A depressing loss for Nigel, but finely played by the Romanian grandmaster.

Game No. 17 Korchnoi-Timman Queen's Indian Defence

This was perhaps the most eventful game of the whole tournament, and a delight for the spectators. Korchnoi's ambitious strategy failed to shake Timman's resolute defence and the Dutchman emerged with a clear advantage. Only desperately ingenious attacking play by Korchnoi kept him alive. Finally, a couple of mistakes by Timman allowed the favourite to escape with a draw. Despite the errors, a great struggle.

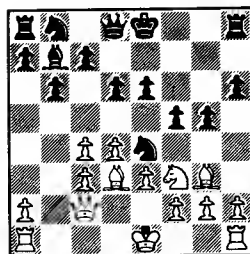
1 d4 Nf6 2 c4 e6 3 Nf3 b6 4 Nc3 Bb4 5 Bg5 Bb7 6 e3 h6 7 Bh4 g5 8 Bg3 Ne4 9 Qc2 Bxc3+

Black does best to make this capture immediately. The aggressive 9...h5 backfires after 10 Bd3 f5 11 d5! exd5 12 cxd5 Bxd5 13 0-0-0 with a powerful attacking position for White.

10 bxc3 d6

For the alternative 10...Nxc3 see Gheorghiu-Miles (game 72).

11 Bd3 f5



12 a4?!

A new move in this position — and not a good one. The game Gligoric-Taimanov, Candidates' Tournament 1953, continued 12 0-0 Nd7 (12...h5 is met by 13 h4!) 13 Nd2 Ndf6 and Black had no problems. Keres then added to White's resources with the move 12 d5!? for which see the game Gheorghiu-Speelman (game 49). The idea of Korchnoi's 12 a4 is to keep open the option for White to operate on the Q-side with a timely a5. Its disadvantage is in leaving the g-pawn unprotected and encouraging the continuation which follows.

12 ... h5! 13 h4 g4

13...Nxg3 14 fxg3 g4 15 Ng5 would leave White in total command and ready to break open the game with e4 or d5.

14 Nd2 Nxd2

Much better than 14...Nxg3 15 fxg3 Bxg2 16 Rh2, when White is ready to break in the centre with e4.

15 Kxd2 Bxg2 16 Rhg1 Bf3 17 d5

After 17 e4 Qf6! the threat of Qh6+ is embarrassing to White.

17 ... Qf6 18 a5

By playing this move now, White ensures that after axb6 Black will be forced to recapture with the c-pawn, thus leaving the pawn on d6 weak. Instead 18 dxe6? would have been met by 18...Rf8, or even 18...0-0 and

White finds his position too rigid to allow any attacking possibilities.

18 ... Ke7!

The only place for the king now; it must defend the pawn on d6.

19 axb6 cxb6 20 dxe6 Kxe6! 21 Qb3

21 c5 bxc5 22 Ra4 looks a tempting continuation, but instead Black captures 21...dxc5! and White runs into trouble on the d-file.

21 ... Ke7!

Very cool play by Timman's king. White is hard pressed to keep his attack alive. If Black can bring his knight to c5 the game would be strategically over with Black in total control, so White must find something quickly. The threatening 22 Bf4 is always met by 22...Qxh4!, defending the g5 square as well as attacking f2.

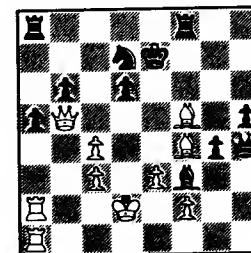
22 Qb5 Nd7 23 Ra2

Black would be very happy after 23 Qxf5 Qxf5 24 Bxf5 Nc5. Korchnoi's idea is to tempt the move a6, after which the knight will be tied to defence of b6 and unable to fulfil its mission of occupying c5.

23 ... Rhf8 24 Rga1 a5 25 Bf4!?

A wild attempt to keep the initiative, but there is no other way for White to hope for any play for his pawn.

25 ... Qxh4 26 Bxf5



Now we see the other point of 23 Ra2; after 26... Qxf2+ 27 Kc1 the black queen is attacked. Nevertheless, even this continuation might win for Black. Let us see: 26...Qxf2+ 27 Kc1 (27 Kd3 Nc5+ 28 Kd4 Qh4 is not attractive for White even after 29 Bxd6+ Kf7!) 27...Qe1+ 28 Kc2 (28 Kb2 Qd2+ 29 Bc2 Nc5 must win for Black) 28...Qe2+ 29 Kb3 Rxf5! 30 Qxf5 Nc5+ 31 Ka3 Qxc4 and White quickly runs out of checks, leaving Black in a winning position.

Nevertheless, this is a difficult line to decide upon over the board, particularly as Black has a safe and good alternative.

26 ... Nc5 27 Bxd6+

Clearly White's only hope in view of the threats of Rxf5 or Qxf2+.

27 ... Kxd6 28 Qxb6+ Bc6 29 Rd1! Rxf5! 30 Kc1+ Ke7 31 Qxc6 Re8?

After the game Korchnoi pointed out 31...Ra7! after which Black should win; for example 32 Qd6+ Kf7 33 Qh6 Ne6 or 32 Qc8 Qf6! 33 Qd8+ Kf7.

32 Rxa5!

A very nice trick and the beginning of Korchnoi's path to salvation. Now Black cannot grab the rook with 32...Nb3+ 33 Kb1 Nxa5 (or 33...Rxa5) because of 34 Rd7+ Kf8 35 Qh6+ forcing mate.

32 ... Qf6

Now 33 Rxc5? would lose to 33...Qxc3+ 34 Kb1 Rb8+ 35 Rb5 R5xb5+ 36 cxb5 Qxc6. Apparently Black now forces an exchange of queens, after which his extra knight looks good. But Korchnoi still has a resource.

33 Ra7+ Kf8 34 Qxf6+ Rxf6 35 Rd5!

Thanks to this move, White manages to exchange the last black pawns.

35 ... Re5

Worth a try; 36 Rxe5? Nd3+ would win for Black.

36 Rd8+! Re8 37 Rd5 Nb3+ 38 Kc2 Rb8 39 Rxh5 Rxf2+ 40 Kd1 Rd8+ 41 Ke1 Rf7 42 Rxf7+ Drawn.

After 42...Kxf7 43 Rg5 Rg8 44 Rxg8 Kxg8 45 Kf2 followed by 46 Kg3 the last black pawn vanishes.

Game No. 18 Stean-Sax English Opening

An unfortunate game for both players. Stean produced a massive improvement on the opening of Speelman-Sax (game 2); after 12 d3! Black's position is already close to disaster. Only by a series of ingenious moves, starting with 12...a6 is he able to stay alive and avoid loss of material. Stean keeps control of the game with 22 h4! and finally reaches a rook and pawn ending with an extra pawn. Somewhere, however, he chose the wrong plan and the resourceful Hungarian was allowed to escape with a draw.

1 c4 e5 2 Nc3 Nf6 3 Nf3 Nc6 4 g3 Bb4 5 Nd5 e4 6 Nh4 Bc5 7 Bg2 d6 8 0-0 Be6 9 Nxf6+ Qxf6 10 Bxe4 Bxc4 11 Qa4 d5 12 d3! a6 13 Bg2 Bb5 14 Qb3 0-0-0 15 Nf3 Ne5 16 Bf4 Nxf3+ 17 Bxf3 g5 18 Bd2 Bc6 19 Rac1 Bd4 20 Rc2 h5 21 Qb4 Bb6 22 h4! gxh4 23 Qxh4 Qxh4 24 gxh4 Bd4 25 Bf4 f6 26 Kh2 Be5 27 Bg3 Rde8 28 Rg1 d4 29 Bxc6 bxc6 30 Bxe5 Rxe5 31 Rg6 Rhe8 32 Rxf6 Rxe2 33 Rfxc6 Rxc2 34 Rxc2 Re1 35 Kg2 Rd1 36 Rc5 Rxd3 37 Rxh5 Rd2 38 Rd5 c6! 39 Rc5 Kc7 40 Rc4 Kd6 41 b4 (the sealed move) d3 42 h5 Kd5 43 Rc5+ Kd4 44 Rxc6 Rxa2 45 h6 Re2 46 Rxa6 d2 47 Rd6+ Kc3 48 h7 Re8 49 Kf3 Rh8 50 Ke3 Re8+ 51 Kf4 Rh8 Drawn.

Game No. 19 Browne-Nunn Modern Benoni Defence

A typical Modern Benoni -- full of ideas from both players. Throughout the game Nunn manages to conjure up enough counterplay to distract Browne from pursuing his

positional attacking play.

1 d4 Nf6 2 Nf3 c5 3 d5 e6 4 c4 exd5 5 cxd5 d6
6 Nc3 g6 7 Nd2

Either a sign that White wishes to play the system with 7 Nd2 Bg7 8 Nc4 0-0 9 Bf4, or an indication that he wants to reach the position after 7 e4 Bg7 8 Be2 0-0 9 0-0 Re8 10 Nd2, without giving Black the opportunity of playing 9...a6 10 a4 Bg4 and exchanging the f3 knight.

7 ... Bg7 8 e4 0-0 9 Be2 Re8 10 0-0 Nbd7 11 a4

Browne plays a highly sophisticated move order, delaying the normal Qc2, perhaps in order to avoid lines with ...Nh5 such as that with which Nunn defeated Polugayevsky a few months before the present game.

11 ... Ne5 12 Ra3

A move introduced by Petrosian; the rook moves off the dangerous long diagonal and prepares for action along the third rank.

12 ... g5 13 Re1!?

A new idea, freeing f1 for the knight to manoeuvre to g3 or e3 and take advantage of the weakness at f5.

13 ... g4 14 Nf1 a6 15 Bg5

White already has the preferable position; his pieces are active and Black's weaknesses may become serious. Perhaps Black ought to have preferred the less ambitious 13...h6.

15 ... h6 16 Bh4 Bd7 17 Ng3 Qc8!

Unpinning the knight and keeping a necessary eye on the f5 and g4 squares.

18 Qd2 Kh7

Defending against the threat of 19 Bxf6 Bxf6 20 Qxh6.

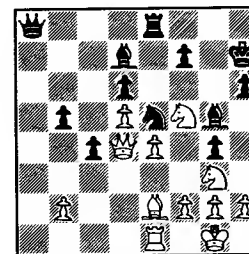
19 Nd1 b5

Black must find some counterplay before he is squashed by Ne3 and Nf5.

20 Ne3 c4 21 axb5 axb5 22 Rxa8 Qxa8 23 Bxf6

Removing the piece which attacks e4, thereby enabling White to proceed with his occupation of f5.

23 ... Bxf6 24 Nef5 Bg5 25 Qd4



The game approaches its critical moment. White threatens 26 Nxd6 as well as 26 Bxg4!

25 ... Qa5! 26 Rd1 Bf6 27 Kf1

Preventing the threatened 27...Nf3+ and renewing White's threat of Nxd6.

27 ... Qc7 28 h4 gxh3

White threatened 29 Qe3 or 29 Qd2 now that Black no longer has Bg5 as a reply.

29 gxh3 Qc5 30 Qd2 Bg5 31 f4 c3?!

The right idea, but the timing is wrong. Black should play first 31...Bxf5 32 Nxf5 c3! when he obtains very good play for his pawn after 33 bxc3 Nc4.

32 bxc3 Nc4 33 Bxc4 Qxc4+ 34 Kg2?

Short of time, White errs in turn. 34 Kg1! was correct in order to avoid losing the e4 pawn with check.

34 ... Bxf5 35 fxg5 Bxe4+ 36 Kh2 Ra8! 37 Qf2 Ra2

38 Rd2 Rxd2 39 Qxd2 hxg5?

39...Qxd5 would have left Black with good winning chances.

40 Nxe4 Qxe4 41 Qxg5 Qc2+ 42 Kh1 Drawn.

42...Qxc3 43 Qh5+ Kg8 44 Qg5+ Qg7 45 Qd8+ Qf8
46 Qg5+ draws comfortably.

Game No. 20 Miles-Sosonko
Reversed Grünfeld

What began as a promising pawn sacrifice by Miles turned into a clear pawn behind with a lost game after he strayed off course in the middlegame. The simplification introduced by 18...Ne2+ puts the seal on Black's winning position, though Miles almost managed to create enough confusion in his opponent's time shortage.

1 Nf3 c5 2 g3 Nc6 3 Bg2 d5 4 d4 Nf6 5 0-0 Bg4
6 dxc5 e5 7 c4 Bxc5 8 Qa4 0-0 9 cxd5 Qxd5 10 Nc3 Qe6
11 Ng5 Qe7 12 Nce4 Nd4 13 Nxc5 Qxc5 14 Be3 Bxe2
15 Rfe1 Bb5 16 Qa5 b6 17 Qd2 Rad8 18 Rac1 Ne2+
19 Rxe2 Rxd2 20 Bxc5 Bxe2 21 Bxf8 Kxf8 22 Nf3 Rxb2
23 Nxe5 Ng4 24 Nc6 Rxa2 25 h3 Nf6 26 Nb4 Ra4 27 Rc8+
Ke7 28 Nc6+ Kd6 29 Rd8+ Kc7 30 Ra8 Bb5 31 Ne5 Be8
32 g4 g5 33 h4 h6 34 hxg5 hxg5 35 f4 Rxf4 36 Rxa7+
Kd6 37 Nxf7+ Bxf7 38 Rxf7 Ke6 39 Rb7 Rb4 40 Bf3 Ke5
41 Rg7 Kf4 42 Kf2 Rb2+ 43 Be2 Ke5 44 Ke1 Ne4 45 Bd3
Nd6 46 Re7+ Kd4 47 Bh7 Rh2 48 Bf5 b5 49 Rd7 Ke3
50 Re7+ Kf4 51 Bd3 Kxg4 52 Re5 Rb2 53 Rd5 Nc4 54 Rc5
Kh4 55 Bxc4 bxc4 56 Rxc4+ g4 57 Kf1 White resigned.

(57...Kh3 wins without problems.)

Game No. 21 Larsen-Speelman
Catalan Opening

A successful suicide attempt by Larsen, overreaching in a dead drawn position.

1 Nf3 Nf6 2 d4 e6 3 g3 d5 4 Bg2 Be7 5 0-0 0-0
6 c4 dxc4 7 Ne5 Nc6 8 Nxc6 bxc6 9 Qc2 Qxd4 10 Be3
Qd6 11 Nbd2 Nd5 12 Nxc4 Nxe3 13 Nxe3 Ba6 14 Rac1
Rad8 15 Bxc6 Bg5 16 Bf3 Qb6 17 Qc3 Bf6 18 Qxc7 Bxb2
19 Qxb6 axb6 20 Rc2 Bd4 21 Rb1 Rc8 22 Rd2 Rfd8
23 Rbd1 Bf6 24 Ng4 Be7 25 Ne5 Rxd2 26 Rxd2 Rd8 27 Rc2
Bf6 28 Nc6 Rd1+ 29 Kg2 g6 30 Nb4 Bb5 31 Bc6 Be7
32 Bxb5 Bxb4 33 a4 Rd6 34 Rc4 Ba3 35 g4 Bb2 36 Rc8+
Kg7 37 Rc7 Kf8 38 g5 Rd5 39 h4 Rd4 40 Kh3 Rf4 41 Rc2
Ba3 42 f3 Bb4 43 Rc6 Be1 44 Rxb6 Rxh4+ 45 Kg2 Rh5
46 f4 Bd2 47 Kf3 Rh4 48 Kg3 Rxf4 49 Rd6 Ba5! 50 Kxf4
Bc7 51 a5 Bxd6+ 52 Kg4 Ke7 53 a6 Bc5 54 e4 e5
55 Bc4 f6 56 Be2 fxg5 57 Kxg5 Kf7 58 Bb5 Kg7 59 Be2
h5 60 Kh4 Kh6 61 Kg3 g5 62 Bd1 g4 63 Be2 Kg5
64 Bd1 h4+ 65 Kg2 Be3 66 Be2 h3+ White resigned.

Game No. 23 Nunn-Miles
Sicilian Defence

ROUND 4

Sunday 13 April

Nigel was now, as feared, firmly at the bottom of the tournament table. Bent Larsen had already dropped as many points as he did in the whole Clarin tournament in Buenos Aires. The game Sax-Ljubojevic is invaluable for chess publicists. Columnists are always on the look-out for short games.

S.R.

22.	Timman (2)	$\frac{1}{2}-\frac{1}{2}$	Gheorghiu ($2\frac{1}{2}$)
23.	Nunn ($1\frac{1}{2}$)	0-1	Miles (1)
24.	Sax ($1\frac{1}{2}$)	0-1	Ljubojevic (1)
25.	Stean (1)	$\frac{1}{2}-\frac{1}{2}$	Larsen ($\frac{1}{2}$)
26.	Speelman ($2\frac{1}{2}$)	0-1	Browne (1)
27.	Short ($\frac{1}{2}$)	0-1	Andersson (1)
28.	Sosonko ($2\frac{1}{2}$)	$\frac{1}{2}-\frac{1}{2}$	Korchnoi ($2\frac{1}{2}$)

The leaders slowed their pace this round after which Korchnoi, Sosonko and Gheorghiu shared first place with 3 points, followed by Speelman and Timman on $2\frac{1}{2}$. There was a curious coincidence here that all four winners scored their points with the black pieces, and all thereby made up for earlier losses in the tournament to climb back to fifty percent.

Game No. 22 Timman-Gheorghiu
Benoni Defence

A well-played game by both players. White obtained a spatial advantage from the opening, but Gheorghiu defended with great care against Timman's plans of attack on the K-side.

1 d4 Nf6 2 c4 c5 3 d5 g6 4 Nc3 d6 5 e4 Bg7
6 Nf3 O-O 7 h3 e6 8 Bd3 Na6 9 Be3 exd5 10 exd5 Nc7
11 a4 Nh5 12 O-O f5 13 Bg5 Bf6 14 Bh6 Bg7 15 Qd2 Re8
16 Rfel Rxe1+ 17 Rxe1 Bd7 18 Bxg7 Nxg7 19 Qh6 Nce8
20 Nb5 Bxb5 21 axb5 Nf6 22 Qd2 a6 23 bxa6 Rxa6
24 Ng5 Ra8 25 b4 b6 26 bxc5 bxc5 27 Rb1 Qe7 28 Re1
Drawn.

A confusing game for the theoreticians. Nunn followed a variation recently adopted by Karpov; Miles produced an improvement for Black with a fairly natural move, and White already seemed to have a dreadful position. Nunn's comment after the game: "It's pretty bad when you can't even trust the World Champion".

1 e4 c5 2 Nf3 d6 3 d4 cxd4 4 Nxd4 Nf6 5 Nc3 g6
6 Be3 Bg7 7 f3 O-O 8 Qd2 Nc6 9 Bc4 Bd7 10 O-O-O Rc8

Around 1965, this move was temporarily abandoned in favour of 10...Qa5 followed by Rfc8. That only lasted a few years and theory returned to preferring the rook move. The main disadvantage of the early Qa5 is that White later has the opportunity to gain time with Nb3 (after the bishop on b3 has been exchanged for a black knight coming to c4) and Black's queen can become embarrassed.

11 Bb3 Ne5 12 h4 h5

Several years ago this was considered a bad move. Although it prevents White's immediate attacks with h5 or g4, Black's defences appear weakened. A series of recent games, however, particularly those of Miles and Mestel, has shown that his resources are adequate and the delay in White's attack can give Black time to develop his own initiative on the Q-side.

13 Bg5

13 Bh6 Bxh6 14 Qxh6 Rxc3! 15 bxc3 Qa5 appears to give Black sufficient play for the exchange. 13 Bg5 is a recent addition to White's resources, introducing possibilities of Bxf6 into the White attack. For example, 13...Nc4 14 Bxc4 Rxc4 15 e5 dxe5 16 Nb3 and the threat of 17 Bxf6 forces gain of material: 16...Rc7 17 Nb5 Bf5(!) 18 Nxc7 Qxc7, though even here Black has compensation for the exchange.

13 ... Rc5

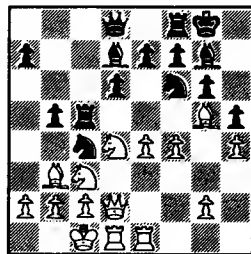
This rook move introduces important defensive motifs

along the fifth rank while supporting an advance of the b-pawn to b5.

14 Rhe1

14 g4!? hxg4 15 Bxf6 Bxf6 16 h5 g5 17 Nd5 was played in Georgadze-Miles, Dortmund 1979. White won that game, but Miles later suggested 17...Rxd5! as giving Black an excellent game for the exchange.

14 ... b5 15 f4 Nc4



16 Bxc4 Rxc4!

Sosonko twice played 16...bxc4 in this position. The first time was against Zuidema in a Dutch club match in 1976; there followed 17 e5 Qb6! 18 Bxf6 Rb8! 19 b3 exf6 and Black has a fine position. Karpov-Sosonko, Tilburg 1979, saw a more effective White procedure: 17 Bxf6! Bxf6 18 e5 Bg7 19 e6 Bc8 20 exf7+ Rxf7 21 Ne6 and White's attack proved the stronger. Miles's recapture with the rook is more in keeping with usual dragon strategy.

17 Bxf6?

Following the Karpov recipe, although the stew already has different ingredients. 17 e5 must be the critical continuation though after 17...b4!? the complications are enormous.

17 ... Bxf6 18 e5 Bg7 19 Ncxb5

An admission that everything has gone wrong; the black rook's attack on d4 makes 19 e6 impossible. White

therefore decides to grab a pawn to have something to show for his play. After this, however, Black's initiative becomes far too strong. The rest of the game is a model of attack with a fine bishop pair and all the open lines they need.

19 ... Qb8!

Finally putting an end to White's dreams of playing e6.

20 Nc3 dxe5 21 fxe5 Bg4 22 Qd3 Rc5 29 Nf3 Bxf3

Black surrenders one bishop to regain his pawn. The remaining bishop is quite sufficient to play the attack on its own.

24 Qxf3 Bxe5 25 Rd3 Rfc8 26 Rf1 Bf6 27 Rd5 Rxd5 28 Qxd5 Qb4 29 a3 Qb6

29...Qxh4 30 Ne4 gives White some respite. It is better to maintain the pressure on the b-file.

30 Nd1 Rd8 31 Qf3 Qe6!

Threatening both 31...Bxh4 and an infiltration to a2 with the queen.

32 g3 Qa2 33 c3 Bg7!

Retreating in order to change diagonals.

34 Rf2 Bh6+ 35 Kc2 Rb8 36 Rf1 Qb3+ 37 Kb1 Rd8 38 g4 hxg4 39 Qxg4 Rd2 40 Resigns.

The threat of 40...Rc2 followed by Rc1 mate cannot be met.

Game No. 24 Sax-Ljubojevic Sicilian Defence

An eighteen-move black victory in a game between grandmasters is a rare phenomenon indeed. Sax must have been quite happy until he saw Black's fifteenth move. After that his pieces just fell off the back of the board.

1 e4 c5 2 Nf3 e6 3 c3 d5 4 e5

4 exd5 is more usual, but Sax likes to play the Advance Variation of the French into which the game would now transpose after 4...Nc6 5 d4. Ljubojevic has other ideas.

4 ... d4!? 5 Bd3

White can win a pawn with 5 cxd4 cxd4 6 Bb5+, but either 6...Nc6 7 Bxc6+ bxc6 8 Qa4 Bc5! 9 Qxc6+ Bd7 10 Qxc5? Rc8 or 6...Bd7 7 Nxd4 Bxb5 10 Nxb5 Nc6 would give Black more than adequate compensation.

5 ... Nc6

The battle rages about the pawns on e5 and d4, both in need of defence by pieces. If Black ever plays dxc3, then dxc3 will give White a clear advantage in space and free development. As long as Black can maintain his pawn on d4, White's Q-side pieces remain hard to develop.

6 Qe2 Nge7 7 0-0 Ng6 8 Qe4 Be7

Wisely refraining from winning a pawn with 8...dxc3 9 dxc3 Ngxe5 10 Nxe5 Nxe5 which leaves White with an enormous attack after 11 Bb5+.

9 Na3

The beginning of an inauspicious idea. Perhaps the less ambitious 9 b3 followed by Bb2 would have been better.

9 ... 0-0 10 cxd4 cxd4 11 Nc2 Qc7!

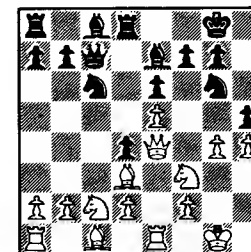
The threat to the d-pawn is counteracted by attacking the e-pawn.

12 Re1 Rd8

The point of Black's play. 13 Ncxd4 Nxd4 14 Nxd4 Qxe5 leaves Black with the advantage. Also, the rook prepares to attack the e-pawn from d5.

13 h4 h5 14 g4?

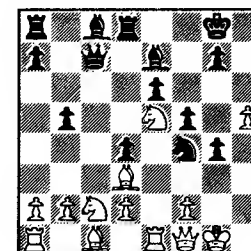
Consistent, but the losing move. 14 Qe2 was necessary, though out of keeping with his 8th move.



14 ... hxg4 15 h5 Nxe5!!

This must have come as a horrible shock to White. Suddenly it becomes clear who really has the initiative.

16 Nxe5 f5! 17 Qe2 Nf4 18 Qf1 b5!



White resigned!

The threat of Bb7 followed by Bg2 (or Nh3+ and Bd6) cannot satisfactorily be met. After 19 f3 g3 the threat of g2 only makes matters even worse. White's helplessness is quite extraordinary; Black has only one piece beyond the second rank, yet his queen, knight and both bishops are extremely effective on their present squares. A triumph for logical play against artificiality.

Game No. 25 Stean-Larsen
Pirc-Robatsch Defence

A correct game which never deviated a great deal from equality, though maintaining interest throughout. Larsen's curious opening play led to a type of King's Indian Defence, but without any bishops on the board. Stean obtained an advantage in space, which Larsen neutralised with some very accurate play between moves 14 and 18. Interesting to note that the plan he adopted would have been considerably more difficult to execute had a pair of bishops remained.

1 c4 g6 2 e4 Bg7 3 d4 d6 4 Nc3 e5 5 Nf3 Bg4
6 d5 h5 7 Be2 Bh6 8 O-O Nd7 9 Ne1 Bxe2 10 Qxe2 Bxc1
11 Rxc1 Ngf6 12 Nd3 O-O 13 b4 Qe7 14 Rc2 Rfc8 15 Rfc1
c5 16 dxc6 bxc6 17 b5 c5 18 Nb2 a6 19 a4 Nf8 20 Nd5
Nxd5 21 cxd5 axb5 22 axb5 Nd7 23 Nc4 Rcb8 24 Rb1
Nb6 25 Ra2 Rxa2 26 Qxa2 Nxc4 27 Qxc4 Qa7 28 h4 Qa5
29 g3 Kf8 30 Kg2 Ke7 31 Qb3 Rb6 32 Rb2 Kf8 33 Rb1
Kg7 34 Rb2 Qa8 35 Ra2 Rxb5 36 Rxa8 Rxb3 37 Ra6 Rd3
38 Rxd6 c4 39 Rc6 c3 40 Rc8 f5 41 exf5 gxf5 42 d6
Rxd6 Drawn.

Game No. 26 Speelman-Browne
English Opening

A good and forceful performance by Browne, who kept the position under firm control throughout the game, denying Speelman any chances. As the English Master came under time pressure, his position collapsed.

1 Nf3 Nf6 2 c4 b6 3 d3

Playing to put a pawn on e4 in order to neutralise the black bishop on b7. Speelman plays this move to reach an interesting middlegame than in the hope of any opening advantage.

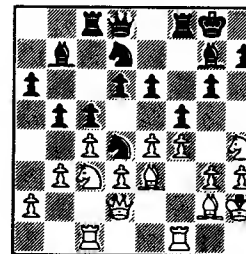
3 ... c5 4 g3 Bb7 5 Bg2 g6 6 O-O Bg7 7 Nc3 O-O
8 e4 d6 9 h3 Nc6 10 Be3 Rc8

Preventing White advancing his d-pawn, owing to the attack on the pawn on c4.

11 Qd2 Nd7 12 Kh2

Already indicating that he is playing for an advance of the K-side pawns with Nh4 and f4. The alternative is to play on the other wing with 12 Rb1 preparing a later b4.

12 ... a6 13 Nh4 Nd4 14 f4 b5 15 Rac1 e6 16 b3
f5!



Black has completed his model strategy in this opening line. His advance of the b-pawn gains space on the Q-side, while the f-pawn holds back White's aggressive intentions on the other wing.

17 cxb5?

Typical of Speelman's desire always to be doing something, but this creates weaknesses in the white camp. Waiting with 17 Bg1 would have been more in keeping with the position.

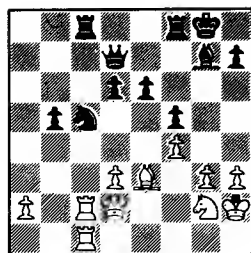
17 ... Nxb5 18 Nxb5 axb5 19 b4

The idea behind his previous exchanges, but it does not solve the problems of the white position. Black's grip on the central squares remains unchallenged.

19 ... Qe7 20 bxc5 Nxc5!

Now the pressure on e4 forces White to make a further concession.

21 exf5 Bxg2 11 Nxg2 gxf5 23 Rc2 Qd7 24 Rfc1?



Black's powerful minor pieces and superior pawn structure give him a clear advantage, but this natural move enables him to increase it by tactical means. The energy of Browne's following play is a remarkable demonstration of the ills in White's camp.

24 ... b4!

Taking advantage of the rook's position on c1. 25 Qxb4? Nxd3 loses White the exchange. 25 d4 b3! is also most unpleasant. Perhaps 25 Rb1 Bc3 makes the best of a poor job, but Black is clearly well on top.

25 Rc4 b3!

Suddenly this pawn wins the game. White was now very short of time, but his position is collapsing about him. The pawn is coming to b2 with disastrous consequences.

26 Rd1 Ne4!

Effectively putting an end to resistance. 27 Qe2 Rxc4 28 dxc4 Nc3 wins Black the exchange with more to come, while other queen moves leave the a2 pawn undefended.

27 Rxe4 Rc2!

Much stronger than 27...fxe4 28 axb3 when White can still fight.

28 Qb4 fxe4 29 Qxb3 Rb2 30 Qa3 exd3 31 Rxd3 Qc6 32 Rd2 Ra8! 33 Qd3 Raxa2 34 h4 Bc3 35 Rxb2 Rxb2 36 Qf1 h5 37 Bf2 Qe4 38 Qa6 Rxf2 39 Qc8+ Kh7 40 Resigns.

Game No. 27 Short-Andersson Sicilian Defence

When Short played Andersson at Hastings, the young English player caused the surprise of the tournament by winning a fine positional game. This time Andersson was anxious to avoid a recurrence. Nigel vacillated in the opening between play on the K-side and Q-side. When he finally settled for a Q-side pawn advance, Andersson was already prepared to seize the initiative on that wing. White's position deteriorated rapidly after move 19; Andersson won a pawn at move 27 and White never looked like saving the game after that.

1 e4 c5 2 c3 d5 3 exd5 Qxd5 4 d4 e6 5 Nf3 Nf6 6 Bd3 Be7 8 0-0 0-0 8 Qe2 Nc6 9 dxc5 Qxc5 10 Nbd2 Rd8 11 Rd1 Bd7 12 Nf1 Qb6 13 Ng3 Be8 14 Bg5 Qc7 15 b4 h6 16 Bd2 Bf8 17 a3 a5! 18 Rab1 axb4 19 axb4 Ra3! 20 b5 Nb4! 21 b6 Qc8 22 Bb5 Bxb5 23 Qxb5 Nc6 24 Be1 Rxd1 25 Rxd1 Ra5 26 Qe2 Ra6 27 c4 Rxb6 28 Bc3 Be7 29 Ne4 Nxe4 30 Qxe4 Ra6 31 g3 Bf8 32 h4 Ra4 33 Rb1 Ra3 34 Qc2 Ne7 35 Nd2 Nf5 36 Qb2 Qc5 37 Kg2 Qc6+ 38 Kh2 Qc5 39 Kg2 Qd6 40 Bb4 Qc6+ 41 Kh2 Bxb4 42 Qxb4 Rd3 43 Rb3 Rd7 44 Nf3 Qe4 45 Qb5 Rc7 46 c5 Kh7 47 Rc3 Ne7 48 Qb3 Nd5 49 Rc4 Qe2 50 Rc2 Qd1 51 Nd2 f5 52 Qb2 Nf6 53 Kg2 Rd7 54 Nf3 Rd3 55 Ne5 Rd5 56 Rc1 Qa4 57 Rc4 Qa5 58 Nf3 Qa6 59 Rb4 Rd1 60 Rb5 Ne4 61 Qe2 Rb1 62 Rb2 Rxb2 63 Qxb2 Qc6 64 Ne5 Qxc5 65 Nd3 Qd6 66 Ne5 Qd5 67 Kg1 b5 68 h5 Nf6 69 Resigns.

Game No. 28 Sosonko-Korchnoi English Opening

Korchnoi refused to be tempted by the offer of a c-pawn in the opening. Thereafter, however, he was given absolutely no chance to complicate the game. If a grand-master has the white pieces and is determined not to lose, it is really very difficult to argue.

1 d4 Nf6 2 c4 e6 3 Nf3 c5 4 g3 cxd4 5 Nxd4 Qc7 6 Nc3 a6 7 Bg2 Be7 8 Qd3 Nc6 9 b3 0-0 10 0-0 d6 11 Bb2 Bd7 12 Ne4 Ne5 13 Qd2 Rad8 14 Nxf6+ Bxf6 15 Rac1 Rfe8 16 Rfd1 Bc8 17 Nf3 Nxf3+ 18 Bxf3 Bxb2

19 Qxb2 Bd7 20 Qd2 Bc6 21 Rc3 Rd7 22 Rd3 Red8
 23 Qc3 h6 24 a4 Bxf3 25 Rxf3 Rc8 26 Qd2 a5 27 Rd3
 Rcd8 28 e4 Qc5 29 h4 Kf8 30 Kg2 b6 31 Rd4 Ke7
 32 Qe2 g6 33 f4 h5 34 Qf3 f5 35 exf5 Qxf5 36 Re1 d5
 37 Re5 Qg4 38 Rg5 Qxf3+ 39 Kxf3 dxc4 40 Rxd7+ Rxd7
 41 bxc4 Kf6 Drawn.

FIRST REST DAY

Monday 14 April

A crowded schedule had been organised. First of all lunch at Phillips and Drew. One of the highlights of the whole event was their hospitality throughout.

Then to Lillywhites for fittings for free trainers. Later that day a football match had been arranged between the Kings and the BBC Latin-American service. Quinteros was the principal architect of this event. Ossie Ardiles, the great Argentinian footballer who now plays for Spurs, had shown interest in the tournament and he was persuaded to come along and referee the match. We played out at Thornton Heath. A small child, spotting Ardiles, whom he recognised from a picture postcard, rushed home to tell his mother. "Don't be ridiculous, at our local ground." Later he brought back his father in tow and was heard collecting a 5p bet.

Our team with substitutes and reserves was Edward Penn (captain), Jeremy Penn, Jimmy Adams, Ulf Andersson, Simon Brown, Colin Clifton, Viktor Korchnoi, Ljubomir Ljubojevic, Jim Plaskett, Miguel Quinteros, Nigel Short, Jon Speelman, Michael Stean, John Sturges, Jan Timman. I added the job of team manager to the skills needed for a chess organiser. We lost 9-3, probably a flattering score, especially as we had 12 players on the field nearly the whole time. Quinteros and Short scored for us, while the third goal was either Quinteros or Sturges. Still, what a publicity coup, with pictures of Korchnoi and Short on the front page of the Guardian the following day.

A nice, quiet rest day with one's feet up.

S.R.

ROUND 5

Tuesday 15 April

Three non-games this round. Although Jon Speelman was Tony Miles' second in the Interzonal they went at each other hammer and tongs with a great deal of thud and blunder. Jon's second opponent in a row who stood much better and had much more time but proceeded to join him in time-trouble. Surely this is very poor technique for such experienced grandmasters? So far it hadn't mattered, but see later.

S.R.

29.	Gheorghiu (3)	$\frac{1}{2}-\frac{1}{2}$	Sosonko (3)
30.	Andersson (2)	$\frac{1}{2}-\frac{1}{2}$	Timman (2 $\frac{1}{2}$)
31.	Browne (2)	$\frac{1}{2}-\frac{1}{2}$	Stean (1 $\frac{1}{2}$)
32.	Miles (2)	1-0	Speelman (2 $\frac{1}{2}$)
33.	Ljubojevic (2)	1-0	Short ($\frac{1}{2}$)
34.	Korchnoi (3)	1-0	Nunn (1 $\frac{1}{2}$)
35.	Larsen (1)	$\frac{1}{2}-\frac{1}{2}$	Sax (1 $\frac{1}{2}$)

Korchnoi crept ahead again this round, though whether he really ought to have won against Nunn is arguable. Sosonko and Gheorghiu maintained their positions among the leaders with a quick draw together. Miles already began to look hungry for a high place; his win against Speelman was achieved through persistently pressing until something gave.

Leading scores: Korchnoi 4, Sosonko and Gheorghiu 3 $\frac{1}{2}$, Miles, Ljubojevic and Speelman 3.

Game No. 29 Gheorghiu-Sosonko English Opening

Transposition into a curious type of Sicilian led to an equal position. Gheorghiu tried for some advantage with a disrupting pawn sacrifice, but Sosonko reacted energetically and a quick draw by repetition resulted.

Games Nos. 29, 30, 31, 32

97

1 c4 c5 2 Nf3 Nc6 3 d4 cxd4 4 Nxd4 Nf6 5 Nc3 e6
6 e4 Bb4 7 Nxc6 bxc6 8 Bd3 e5 9 Bd2 Be7 10 Qe2 d6
11 c5 dxc5 12 Rc1 Be6 13 b3 Qd4 14 Be3 Qb4 15 Bd2
Qd4 16 Be3 Drawn.

Game No. 30 Andersson-Timman English Opening

A routine draw. Andersson had nothing from the opening and kept it that way.

1 Nf3 Nf6 2 c4 c5 3 g3 b6 4 Bg2 Bb7 5 0-0 g6
6 b3 Bg7 7 Bb2 0-0 8 d4 cxd4 9 Qxd4 Nc6 10 Qd2 d5
11 cxd5 Qxd5 12 Qxd5 Nxd5 13 Bxg7 Kxg7 14 Rd1 Rfd8
15 Ne1 Na5 16 Bxd5 Bxd5 17 Nc3 Bb7 18 f3 Rac8
19 Rxd8 Rxd8 20 Kf2 Nc6 Drawn.

Game No. 31 Browne-Stean Ruy Lopez

Another game to disappoint the spectators — except those with a deep interest in the Lopez exchange variation. Stean demonstrated the right plan with 9...Nh6! and 10...f5!. The final position is equal though, of course, there is a great deal of play left.

1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Bxc6 dxc6 5 0-0 Qd6
6 d4 exd4 7 Nxd4 Bd7 8 Be3 0-0-0 9 Nd2 Nh6 10 f3 f5
11 Qe2 fxe4 12 Nxe4 Qg6 13 Rad1 Be7 14 Nb3 Drawn.

Game No. 32 Miles-Speelman Grünfeld Defence

Speelman recovered from a dubious opening to a position of almost equality. When the game seemed to be likely to end in a draw, Miles managed somehow to maintain an edge and persuade Speelman's queen to wander away from the defence. Neatly combining play on both wings, Miles finally broke through with a piece sacrifice on the K-side. Aided by a blunder, he scored the point

right at the end of the first playing session.

1 g3 d5 2 Nf3 Nf6 3 Bg2 g6 4 c4 Bg7 5 d4 dxc4
6 Na3 0-0 7 0-0 Nc6 8 Nxc4 Be6 9 b3 a5 10 Bb2 a4?!

10...Bd5 is a sounder reply, keeping control of the important d5 and e4 squares.

11 Ng5! Bxc4

11...Bd5 12 e4 Bxc4 13 bxc4 h6 14 Nh3 a3 15 Bc3 Nd7 16 Rc1 led to an easy White win the game Portisch-Ilievsky, Skopje 1968, after which the move 10...a4 was hardly seen again. Speelman's continuation is different, but also looks favourable for White.

12 bxc4 Nd7 13 Rb1 Na5!

Lessening the pressure against b7. 13...e5 14 Nf3 would have left White with a good position.

14 c5 e5 15 Nf3 exd4 16 Bxd4 Bxd4 17 Qxd4 Qe7
18 Rfc1 Rfd8

Threatening 19...Nxc5! 20 Qxc5 Rd1+.

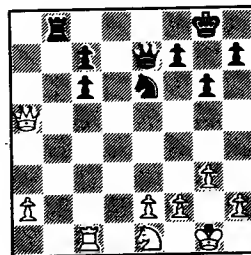
19 Qxa4 Nxc5 20 Qc2 Nc6?!

Refusing to defend his knight since 21 Qxc5? loses to 21...Rd1+! but 20...b6 would have kept a sound position.

21 Ne1!

Now threatening 22 Qxc5.

21 ... Ra5 22 Bxc6 bxc6 23 Qc3 Rda8 24 Rb8+ Rxb8
25 Qxa5 Ne6



Having doubled the black c-pawns, White has a clear advantage, but genuine winning chances are hard to create. All too likely an outcome is an exchange of the white a-pawn for both black c-pawns, resulting in a rook or knight endgame with four pawns against three on the K-side. Avoiding this drawish result is one of White's problems.

26 Qd2 Rd8 27 Qe3 Qb4 28 a3 Qa4 29 Nf3 c5 30 Kg2
Qc6 31 h4 Qd5 32 Qe5! Qa2

The endgame after 32...Qxe5 33 Nxe5 does give White real opportunities to play for a win. His a-pawn is better than both black c-pawns and the c4 square is well controlled. Combining threats to advance the a-pawn with a general advance of K-side pawns would give Black great problems of defence.

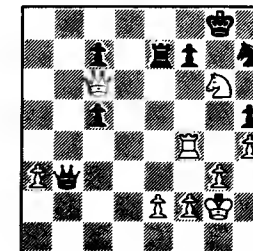
33 Rc3 h5 34 Qf6! Rd1

34...Qxe2 35 Re3 and 36 Rxe6 would break open the black K-side.

35 Ne5 Nf8 36 Rc4 Rd7

The only way to defend f7. 37 Nxd7 Qxc4 is not bad for Black. Nonetheless his position is only held together by string.

37 Ra4 Qb3 38 Rf4 Nh7 39 Qc6 Re7 40 Nxg6!



A sacrifice on the final move of the time control which brings immediate results.

40 ... Re6?

Panic. This loses immediately, but perhaps 40...fxg6 would also have had the same result. After 41 Qxg6+ Kh8 42 Qxh5 White's pawns look much better than the piece, though Black can still fight on.

41 Qa8+ Resigns

41...Kg7 42 Qh8+ Kxg6 43 Qg8+ Kh6 44 Rxf7 Qd5+ 45 Kh2 and Black can resist no longer.

Game No. 33 Ljubojevic-Short English Opening

Another game to confirm that Nigel was not on his Hastings form. He played well in a position of great complexity, then suddenly blundered a piece away on move 28 when the position was obscure. His failure to win the first round game still seemed to be affecting his confidence.

1 c4 c5 2 Nf3 Nc6 3 Nc3 g6 4 d4

Theory prefers 4 e3, but Nigel has played against this before and does not dislike Black's position after 4...Nf6 5 d4 cxd4 6 exd4 d5 7 cxd5 Nxd5 8 Bc4 Nxc3 9 Qb3 e6 10 bxc3 Bd7.

4 ... cxd4 5 Nxd4 Bg7 6 Nb3

6 Nc2 is more usual, though 6...Bxc3+ 7 Bxc3 Qa5 is then one playable idea. With the knight on b3, White controls the important a5 and c5 squares. The disadvantage of the move lies in the knight's vulnerability to a rapid advance of the black a-pawn.

6 ... d6 7 e4 a5

7...f5 is a good alternative; with the knight on b3 rather than c2, White no longer has the possibility to play a later Ne3 which can be a useful option after capturing on f5 in such positions.

8 Na4!

The pawn cannot be allowed to march to a3. Now White has possibilities of occupying the weak square on b6.

8 ... Nf6 9 f3 Be6 10 Be3 0-0 11 Be2 Nd7 12 Rc1 Rc8 13 Nc3

Returning to the fold now that the black a-pawn is no longer supported by a rook. White has secured a comfortable position from the opening and Black must now play energetically to create some counterplay before White castles and consolidates his bind on the position.

13 ... Nb6

Pursuing his plan of attacking the c-pawn. 13...Nce5 would have been effectively met by 14 Nd5.

14 Nd2

14 Nd5 Na4 leaves the white b-pawn under sentence of death.

14 ... Nd4 15 b3 f5! 16 f4

Otherwise Black plays f4 himself and secures a total bind on the central black squares.

16 ... Nd7 17 Bd3?!

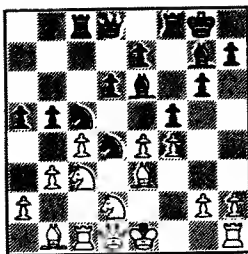
After the game Ljubojevic suggested 17 Nf3!? which, at the time, he had rejected because of such complications as 17...Nxe2 18 Qxe2 Bxc3+!? 19 Rxc3 fxe4 20 Ng5 Bf5 21 g4 h6 22 gxf5 hxg5 23 fxg6 when anything could happen. Nevertheless, White must play in this manner if he is to fight for the initiative.

17 ... Nc5 18 Bb1 b5!

(See next diagram)

With this move, Black completes the liberation of his position.

19 cxb5



19 Bxd4? Bxd4 20 Nxb5 would be a mistake owing to 20...Bb2 21 Rc2 Nd3+, with big advantage for Black.

19 ... fxe4 20 Ncxe4 Nxe4 21 Nxe4 Rxc1 22 Qxc1 a4!

White still cannot castle because of the fork on e2. Also 23 bxa4 Qa5+ followed by Qxa4 would favour Black. White cannot hold his extra pawn and must organise castling quickly before his king finds itself stuck in the centre.

23 Qd2 Nxb5 24 0-0!

Better than 24 bxa4 Na3, when White still has difficulties.

24 ... Qa8

24...axb3 25 axb3 Bxb3? 26 Qb4! loses Black material.

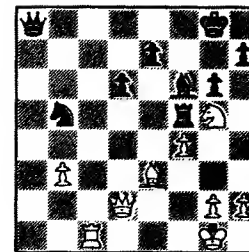
25 Ng5!

After the sharpness of the previous dozen moves, the position is now approximately level – but still very complex.

25...Bf5 26 Bxf5 Rxf5 27 Rc1 axb3 28 axb3 Bf6??

(See next diagram)

A complete oversight which loses the game immediately. 28...h6 was the most natural move.



29 g4! Rd5 30 Rc8+!

Winning a piece. The rest is of little interest.

30 ... Qxc8 31 Qxd5+ Kh8 32 Qxb5 Qxg4+ 33 Kf2 h4+ 34 Kf3 Bxg5 35 Qxg5 Qh3+ 36 Ke4 Qe6+ 37 Kd4 xb3 38 Qxe7 Qd1+ 39 Kc4 Resigns.

Game No. 34 Korchnoi–Nunn Modern Benoni

Certainly the centre-piece of the round, this game more than made up for the quick draws. Nunn's typical Benoni piece sacrifice demanded accurate play from Korchnoi to resist the black attack. When White appeared to be gaining the upper hand, Nunn again produced some effective play which should have been enough to save the game. Only a careless inversion of moves at the end of the session allowed Korchnoi to make off with the full point.

1 d4 Nf6 2 c4 c5 3 d5 e6 4 Nc3 exd5 5 cxd5 d6 e4 g6 7 Bf4

An old favourite of Korchnoi's against the Modern Benoni. White immediately develops the bishop to bring pressure against the pawn on d6.

7 ... a6!

Wisely taking notice of White's previous move. The natural 7...Bg7 leaves Black in trouble after either

8 Qa4+ Bd7 9 Qb3 or 8 Bb5+ Bd7 9 Be2. As in many other lines of this opening, the early ...a6 avoids any trouble on the a4-e8 diagonal.

8 a4

Korchnoi thought a great deal before playing this move. Perhaps he was considering 8 Nf3 b5 9 Bd3 as was once played by Sosonko here, though allowing the advance of the Q-side pawns is rarely good in such positions.

8 ... Bg7 9 Nf3 Bg4

Black prepares to exchange the bishop to gain room for his pieces on the Q-side.

10 Be2 0-0 11 0-0 Re8 12 Nd2!

12 h3? Nxe4! is the famous trap of Uhlmann-Fischer, Palma 1970; Black wins a pawn after either 13 hxg4 Bxc3 or 13 Nxe4 Rxe4 14 Bg5 Qe8.

12 ... Bxe2 13 Qxe2 Nh5

Black chases the bishop from its diagonal, attacking the d-pawn. The main argument now concerns White's possibility to attack the knight with a later g4. While that pawn move can create weaknesses in the white position, it can also drive Black into a very passive state.

14 Be3 Nd7 15 a5 Bd4!

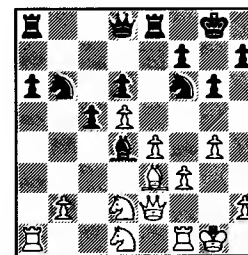
The most active and best move here. Gligoric-Miles, Hastings 1973-4, continued 15...Qc7 16 g4 Nhf6 17 f3 Ne5 19 Kh1 Rac8 19 Ra4 h5 20 g5 Nh7 21 f4 with a strong attacking position for White. Somewhat better is 15...Qe7 as in Korchnoi-Torre, Leningrad 1973, where there followed 16 Rac1 Rf8? (16...Bd4 is still correct) 17 g4 Nhf6 18 Bg5 with advantage to White. After 15...Bd4 the black bishop stays active even after the knight is forced back to f6.

16 g4

16 Bxd4? cxd4 would leave Black with too great pressure against the centre.

16 ... Nhf6 17 f3 b5 18 axb6 Nxb6 19 Nd1

Black threatened to capture on d5. Now White threatens to consolidate with 20 Kh1 or 20 Qd3, denying Black tactical chances and sealing his hold on the game.



19 ... Nbx d5!?

A brave but necessary decision. Black must do something dramatic while he has the chance.

20 exd5 Nxd5 21 Nc4 f5!

White cannot play 22 gxf5? because of 22...Qg5+!. Note that the immediate 21...Qg5 would have been less effective owing to the reply 22 f4! Nxf4 23 Qf3, and Black's attack is at an end.

22 f4

The only defence to the threat of 22...f4. Now Black obtains a third pawn for his piece and can be content with the immediate results of the sacrifice.

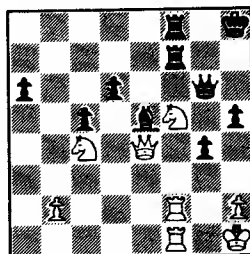
22 ... fxg4 23 Ra3 Nxe3 24 Ncxe3 Qd7 25 Qg2 h5 26 Kh1

Finally the pin is broken. White now has control of the important white squares d5 and c4 which keeps the black pawns held back. White also threatens a strong K-side attack with f5. The initiative is now firmly in White's hands and the extra piece looks better than the three pawns.

26 ... Qe6 27 f5! gxf5 28 Nxf5 Rf8 29 Raf3?

A strange decision. 29 Nxd4 would not have been good; after 29...Rxf1+ 30 Qxf1 Qe4+ Black has at least a draw; 31 Nf3 is met by 31...Rf8. But why did Korchnoi not play the natural 29 h3? After the game he claimed to have rejected it because of 29...Rxf5 30 Rxf5 Qxf5 31 Qxa8+ Kh7 32 Qg2 Qe5 when he was unsure that the extra rook was enough to win. Nevertheless, continuing this line, 33 Qc2+ Kg7 34 Nf2 seems to win easily. Probably Korchnoi also overestimated the value of the move chosen.

29 ... Kh8 30 Rf4 Be5 31 R4f2 Ra7! 32 Nde3 Raf7
33 Qe4 Qg6 34 Nc4



With so many pins in the position, a sudden tactical trick should be no surprise. The one which follows, however, comes from a totally unexpected direction.

34 ... Bxh2!

White cannot capture the bishop since both 35 Kxh2? g3+ and 35 Rxxh2 Rxf5 would be good for Black.

35 Nfxd6 Rxf2??

A total hallucination which spoils everything. Instead 35...Qxe4+ 36 Nxe4 Rxf2 37 Rxf2 Rxf2 38 Nxf2 Bb8 39 Ne4 Kg7 leads to an endgame which appears to be drawn. White can win both Q-side pawns, but with the black king, h-pawn and g-pawn active, there is no plan to win the resulting position. White's best try is, in fact, to ignore the Q-side and try instead to neutralise and win the K-side pawns. In that case, however, the black king heads quickly for the other wing to attack the b-pawn. All analysis after the game appeared to indicate a draw.

36 Qxg6 Rxf1+ 37 Kxh2 g3+

Rook checks simply allow the king to escape via g3, h4 and g5.

38 Kh3!

The move Black forgot. 38 Qxg3? R8f2+ 39 Kh3 Rf3 or 38 Kg2? R8f2+ 39 Kh3 Rh2+ 40 Kxg3 Rg1+ would do White no good, but now Black has nothing.

38 ... g2

38...Rh1+ 39 Kg2 Rh2+ 40 Kxg3 puts a stop to the checks.

39 Qxh5+ Kg7 40 Kxg2 Resigns.

Game No. 35 Larsen-Sax English Opening

As in his third round game against Stean, Sax ran into difficulties from the opening but fought back well to save a difficult ending. Black's early idea to surrender both bishops for knights turned out badly, but from move 20 onwards Sax refused to let his position deteriorate.

1 c4 e5 2 g3 c6 3 Bg2 d5 4 cxd5 cxd5 5 d4 e4
6 Nh3 h6 7 0-0 Nf6 8 Nc3 Nc6 9 f3 exf3 10 Rxf3 Be7
11 Rf1 Bxh3 12 Bxh3 0-0 13 Bg2 Bb4 14 Qd3 Re8
15 Rf5 Bxc3 16 bxc3 Ne4 17 Ba3 Qa5 18 Bb4 Nxb4
19 cxb4 Qxb4 20 Rxd5 Qc3 21 Rf1 Qxd3 22 exd3 Nf6
23 Rb5 Rac8 24 Bxb7 Rc2 25 Rf2 Rc1+ 26 Kg2 Rd1
27 Bc6 Rd8 28 Rb7 Rxd4 29 Rxa7 R1xd3 30 Ba4 Ng4
31 Re2 Ne3+ 32 Kh3 Ra3 33 Ra8+ Kh7 34 Bc6 Rxa8
35 Bxa8 Ra4 36 Bc6 Ra3 37 Rb2 f5 38 Rb3 Rxb3
39 axb3 Nc2 40 Bb5 Kg6 41 Kh4 Kf6 42 Bd3 Drawn.

Game No. 37 Speelman-Korchnoi
Queen's Pawn Opening

ROUND 6

Wednesday 16 April

Had Jon Speelman not just lost two games he would have tried for more. Gheorghiu was most upset to lose to John Nunn and went off for a long walk after the game. Certainly he went wrong on move 21 but was then given no chance.

S.R.

36.	Sosonko (3½)	½-½	Andersson (2½)
37.	Speelman (2½)	½-½	Korchnoi (4)
38.	Timman (3)	½-½	Ljubojevic (3)
39.	Stean (2)	0-1	Miles (3)
40.	Sax (2)	1-0	Short (½)
41.	Larsen (1½)	1-0	Browne (2½)
42.	Nunn (1½)	1-0	Gheorghiu (3½)

A satisfying round for the spectators — all the games finished before the end of the session. The main aspect of the results was to see Miles taking the place of Gheorghiu in the leading group. His third consecutive win against another Englishman brought him to within half a point of the lead. Korchnoi was still in front with 4½, followed by Sosonko and Miles with 4.

Game No. 36 Sosonko-Andersson
Queen's Indian Defence

Another easy draw for the Queen's Indian. Andersson produced a strange cocktail, mixing ingredients from Ba6 lines with an early Bb4+. Note that 9...dxc4 10 Ne5 would have been good for White; apart from that brief point little of interest happened.

1 d4 Nf6 2 c4 e6 3 Nf3 b6 4 g3 Bb4+ 5 Bd2 Bxd2+ 6 Qxd2 Ba6 7 b3 c6 8 Bg2 d5 9 Qb2 Nbd7 10 Nbd2 0-0 11 0-0 c5 12 Rfd1 Bb7 13 Ne5 cxd4 14 Qxd4 Nxe5 15 Qxe5 Qb8 16 Qxb8 Drawn.

Speelman played cautiously to preserve a minimal edge throughout this game. As in his game against Sosonko, Korchnoi was unable to make any progress with the black pieces. The most interesting point is Speelman's 17 b4!. After 17...Bxb4 18 Rxc8+ Bxc8 19 Nc6 White would have a large advantage. White is a little better even at the end.

1 d4 Nf6 2 Nf3 e6 3 g3 c5 4 Bg2 Qa5+ 5 Nbd2 cxd4 6 0-0 Nc6 7 Nb3 Qb6 8 Nfxd4 d5 9 c4 Nxd4 10 Qxd4 Bd7 11 cxd5 Qxd4 12 Nxd4 Nxd5 13 Rd1 Rc8 14 Bxd5 exd5 15 Be3 Bc5 16 Rac1 b6 17 b4 Bxd4 18 Rxc8+ Bxc8 19 Bxd4 f6 20 Rcl Kd8 21 a4 Re8 22 e3 Bg4 Drawn.

Game No. 38 Timman-Ljubojevic
Sicilian Defence

The very latest in "Poisoned Pawn" theory. So many very sharp opening lines are eventually analysed to draws; perhaps this will be the fate of White's 18 Nxf6+ in this variation too.

1 e4 c5 2 Nf3 d6 3 d4 cxd4 4 Nxd4 Nf6 5 Nc3 a6 6 Bg5 e6 7 f4 Qb6

Timman is a dangerous opponent to pick for a theoretical dispute, but Ljubojevic is not one to be afraid of picking arguments with anyone.

8 Qd2 Qxb2 9 Rb1 Qa3 10 f5

For years 10 e5 was the main line here, but Fischer's work on the black side has effectively put that move out of business.

10 ... Nc6 11 fxe6 fxe6 12 Nxc6 bxc6 13 e5

This sacrifice is known from as long ago as 1963, when Gipslis introduced it to gain a fine victory against Korchnoi in the USSR Championship. It was later borrowed for another white win in Hartston-Gligoric, Hastings 1965-6,

but took some time even after that to become generally popular.

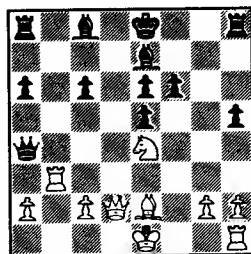
13... dxe5 14 Bxf6 gxf6 15 Ne4

Hubner tried 15 Be2 against Portisch in the Rio Interzonal in 1979, but after 15...Qd6! Black already stood better. 16 Bh5+ Ke7 is not dangerous and the attack is ineffective with the black queen back in defence.

15 ... Be7 16 Be2 h5!

Another of Fischer's contributions to the Najdorf variation. In the original games of this line 16...0-0 was played and Black was usually mated.

17 Rb3 Qa4



18 Nxf6+!?

This extraordinary sacrifice is the brainchild, I think, of the Latvian master Vitolinsh, who played it first in 1977. Many games had previously been played with the continuation 18 c4 f5. The idea of the knight sacrifice is to leave the black king sandwiched between the open f- and d-files and vulnerable to a concerted attack from the white pieces.

18 ... Bxf6 19 c4

A strangely quiet move with which to follow the sacrifice, but Black's queen must be shut out of the play.

19 ... Ra7

The latest idea to help Black's defence. In the earliest games of this line, 19...Bh4+ 20 g3 Be7 was played, meeting 21 0-0 with 21...Bd7 or 21...Ra7. Later the immediate 19...Be7 became fashionable, but finally the black players began to prefer leaving the bishop until it was attacked. The usefulness of 19...Ra7 is manifold. The rook can challenge the open files from d7 and f7, White's Rb8 can often be met by Rc7 and, as we shall see, the bishop need not always retreat to e7 anyway.

20 0-0 Rd7

Velimirovic-Nunn, Skara 1980, continued 20...Rf7 21 Rbf3 Rd7! 22 Qb2 Rb7 23 Rb3? 0-0! and after White recaptured the piece with 24 Rxb7 Bxb7 25 Qxb7 Black captured on a2 with a clear advantage. White's 23 Rb3 is a natural move to try, but 23 Qd2 should be enough for a draw.

Also from this position 20...Be7 has been played, with the continuation 21 Rb8 Rc7 22 Qd3 Bc5+ 23 Kh1 Ke7 (Hübner-Portisch, Tilburg 1979) which also seems satisfactory for Black. Ljubojevic's move looks yet another sufficient resource. Perhaps White ought to look for another way to beat the Najdorf.

21 Qc3 Bg7 22 Ra3 e4!

The resource seen by Black when playing 20...Rd7. Now an endgame is forced, with about equal chances.

23 Qxg7 Rxg7 24 Rxa4 Rg5!

Covering the important fifth rank and, incidentally, making White work a little to regain his pawn. This gives Black the time he needs to rectify some of the faults of his position.

25 Rf4 Re5 26 Ra3 Ke7 27 Kf2 h4! 28 Ke3

28 Rh3 Rf5! is good for Black, since 29 Ke3? Rxf4 30 Kxf4 allows 30...e5+! winning the exchange.

28 ... Rg5 29 Rg4 Rxg4 30 Bxg4 e5 31 Bxc8

That bishop never did move.

31 ... Rxc8 32 Kxe4 Rg8 33 g3 Ke6 34 Kf3

Avoiding any problems of 34 Rxa6 hxg3 35 hxg3 (35 Rxc6+? Kd7 wins for Black) 35...Rg4+! Now after 34...hxg3 35 hxg3 the position is dead level.

Drawn.

Game No. 39 Stean-Miles English Opening

Stean secured a good and safe position from the opening and Miles was hard pressed to create any counterplay. An imaginative exchange offer, however, left White unsure whether to choose safety or material. In trying to take both, Stean allowed a combination which took Black into a winning endgame.

1 c4 b6 2 d4 Bb7 3 Nc3 e6 4 a3 f5!?

Miles has previously played 4...Nf6 5 d5 Bd6 in this position, for example against Karpov at Las Palmas 1977. Here he tries an odd sort of Dutch Defence.

5 d5!

As usual when Black tries a Q-side fianchetto in conjunction with f5, this pawn advance is White's method of causing confusion in the black camp. The bishop on b7 finds its diagonal blocked and it remains difficult to contest central space.

5 ... Nf6 6 g3 Bc5 7 Bg2 0-0 8 Nh3

The logical square for this knight, not interfering with the g2 bishop.

8 ... a5 9 0-0 Na6 10 b3 Qe8 11 Bb2 e5

Black finally commits himself, but White's extra space and effective wedge at d5 must give him the advantage.

12 e4 Qg6

The knight on h3 prevents Black's f-pawn from advancing; now after the exchange of pawns, Black relies on some attacking chances against the white king.

13 Qc2 Ng4!?

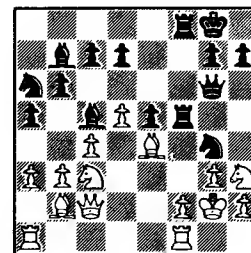
13...fxe4 14 Nxe4 leaves White with a beautiful position and no problems. With this move, Miles decides to offer the exchange to keep his position active.

14 exf5 Rxf5

Naturally avoiding the queen exchange which would leave White with a clear advantage after 14...Qxf5 15 Qxf5 Rxf5 16 Ne4.

15 Be4 Raf8 16 Kg2?

White appears to believe that the rook on f5 will not go away. Certainly 16 Bxf5 Rxf5 is dangerous for White, but after 15 Be4, this was the only totally consistent continuation. 17 Kg2 would then allow 17...Rxf2+! followed by 18...Ne3+, while 17 Rael is met by 17...Qh6! 18 Kg2 (18 Qxf5 Qxh3 wins for Black) 18...Rh5. Nevertheless 17 Qe4 would still leave Black having to justify his exchange sacrifice.



16 ... Rxf2+!

Nicely calculated. With Black's queen en prise, this combination looks unlikely to work, but somehow all lines end with more white pieces captured than black!

17 Rxf2 Ne3+ 18 Kh1 Nxc2 19 Rxf8+ Bxf8 20 Bxg6 Nxa1

Did White overlook that this knight now threatens to emerge via b3?

21 Bxh7+ Kxh7 22 Bxa1 Nc5!

A fine move, giving White no chance to save the game. Stean must have hoped for 22...Bxa3 23 Nb5, attacking the bishop and the e5 pawn. After 23...Bd6 White has 24 Nxd6 cxd6 25 Ng5+ and 26 Ne4 with good chances.

23 Nd1

23 b4 Nb3 now wins a pawn for Black without problems. He threatens not only the pawn on b3 but to follow its capture with Nd2 undermining the c4 and d5 pawns also. By retreating the knight to d1, Stean hopes to put up some sort of defence with a later Ne3, but it is all too late.

23 ... Nxb3 24 Bxe5 Nd2 25 Bxc7

25 Ne3 could still be met by 25...Nxc4, or even better 25...d6 followed by 26...Nxc4!

25 ... Nxc4 26 Nc3 Bxa3 27 Ng5+ Kg6 28 Nge4 b5!
29 Nxb5 Bxd5

The final laugh for the bishop developed on Black's second move.

30 Nc3 Bc6 31 Kg1 Bb4

Renewing the threat of ...d5 and this time there is no defence.

White resigned.

Game No. 40 Sax-Short French Defence

Nigel Short said early in the tournament that his results suffered from his being unable to forget each day the games of the day before. This game seems just such a reaction after his fine play ruined by a blunder in the

previous round. His opening play has been criticised as responsible for this loss, but really it was too casual play in the early middlegame.

1 e4 e6 2 d4 d5 3 e5 b6

Characteristically, Short avoids the main line with 3...c5. 3...b6 is well motivated by the desire to exchange the bad bishop with Ba6, but it leaves White's space advantage unchallenged.

4 Nf3 Qd7

4...Ba6 can be met by 5 Bxa6 Nxa6 6 c4!, when the threat of Qa4+ disrupts Black's position.

5 c4

Trying to break open the position to exploit Black's cramp. This is not without positional risk, however, since the exchange of c-pawn for d-pawn could leave the d5 square firmly in Black's hands.

5 ... Ne7 6 Nc3 Bb7 7 Be2 Nbc6 8 0-0 dxc4
9 Bxc4 Na5 10 Bb5!

Disrupting the coordination of the black pieces to make his development still difficult.

10 ... Bc6 11 Bd3 Nd5 12 Bd2 Be7 13 Ne4 Bb4
14 Rc1 Bb5 15 Bxb4 Bxd3!

15...Nxb4 would lose the c7 pawn after 16 Bxb5.

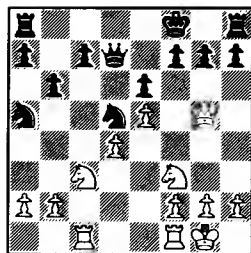
16 Qxd3 Nxb4 17 Qd2 Nd5 18 Qg5!

The Black knight on d5 is powerful and White must attack if he is to justify his play.

18 ... Kf8

A curious echo of the Short-Korchnoi game, but here Black is definitely on the defensive. Nonetheless there is no reason yet to become depressed about his position. Of course 18...0-0? 19 Nf6+ was unplayable.

19 Nc3



Here Black must start to work. His position is clearly difficult, but White has no evident plan to break through. Black's main problem is his rook on h8, but immediately there is a threat of 20 Nxd5 when the queen could not recapture without leaving the c-pawn to be taken. The next three moves are played far too casually by Black and result in the total collapse of his game.

19 ... Rc8?

19...h6! is far better. There will be time for Rc8 next move, but it is important to see now where the white queen will move.

20 Nxd5 Qxd5 21 Rc3 h6?

Now that this move is played, it just forces the queen to a better square. 21...c6 would have been better.

22 Qc1 c6 23 b4! Nb7 24 Qa3!

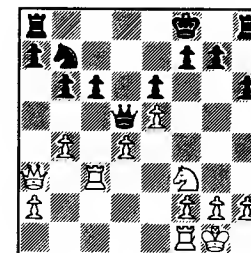
The secondary point of 22 Qc1. The double threat of 25 Qxa7 and a discovered check on the a3-f8 diagonal forces the win of at least a pawn.

24 ... Ra8

(See next diagram)

25 Rxc6!

Simple and crushing; 25...Qxc6 26 b5+ wins the black queen. The effect of this move therefore is to win a



pawn and to create an open file for the white rooks to infiltrate while black is still trying to solve his king's troubles.

25 ... g5 26 b5+ Kg7 27 Qe7 Nd8 28 Qf6+ Kh7
29 Rd6! Qxb5 30 d5!

A direct attack will decide the issue. 30...exd5 31 Qxh6+ is fatal. Black can only struggle on for a few moves.

30 ... Qe8 31 Nd4 Rg8 32 dxe6 Nxe6 33 Nxe6 Rg6
34 Nc7! Resigns.

Game No. 41 Larsen-Browne English Opening

A curious game. Larsen appeared to do very little, but maintained his advantage throughout. His play seemed calculated to frustrate any attacking plans Browne could create to break out of his constricted position. The American grandmaster attacked with some imaginative ideas such as 23...c4!? and 26...f5?! but as Browne came into time-trouble, Larsen too began to produce troublesome moves. 31 a4! was a fine example of the type of move difficult to deal with when only minutes remain on the clock. Finally White broke through with an attack based on the latent force of a bishop hidden on a1.

1 c4 c5 2 Nf3 Nf6 3 Nc3 e6 4 g3 b6 5 Bg2 Bb7
6 0-0 Be7 7 d4 cxd4 8 Qxd4 d6 9 Rd1 a6 10 b3 Nbd7
11 Bb2 0-0 12 e4 Re8 13 h3 Rac8 14 Qe3 Qc7 15 Ne1

Qb8 16 Nd3 Qa8 17 Re1 Bc6 18 Qe2 Nc5 19 Nxc5 dxc5
 20 Rad1 b5 21 f4 bxc4 22 Qxc4 Nd7 23 Qe2 c4 24 bxc4
 Nb6 25 Rc1 Bb4 26 Red1 f5 27 Ba1 Bb7 28 Rb1 Bc5+
 29 Kh1 Bc6 30 Rd2 Qa7 31 a4 Nxa4 32 Nxa4 Bxa4
 33 exf5 Rb8 34 Rxb8 Qxb8 35 Rb2 Qd6 36 Rb7 exf5
 37 Be5 Rxe5 38 fxe5 Qd4 39 Rb8+ Kf7 40 Qh5+ Ke7
 41 Qg5+ Resigns.

Game No. 42 Nunn-Gheorghiu
 Sicilian Defence

Certainly John Nunn's best game of the tournament. Attacking vigorously from the start, he created a sharp position and sacrificed a pawn. One defensive error from the Romanian was enough to seal his fate.

1 e4 c5 2 Nf3 e6 3 d4 cxd4 4 Nxd4 a6 5 c4 Nf6
 6 Nc3 d6

Black refuses to become involved in the complications arising from 6...Bb4 7 Bd3 Nc6 or 7...Qc7, both of which have been the subjects of recent theoretical disputes. By playing 6...d6 Gheorghiu heads for his favourite formation, which he seems to play as Black against almost anything.

7 Be2 Be7 8 0-0 0-0 9 f4

True to his style, Nunn plays for a direct attack, adopting a wide pawn front. Most players prefer a more restrained approach with f3 and b3, maintaining the space advantage and waiting until later before thinking about expansion.

9 ... Qc7 10 Be3 Re8 11 Qe1

This is the usual plan in similar positions with the white pawn still at c2. White's extra space on the Q-side can be a liability as well as an advantage when, as now, he wants to play a K-side attack.

11 ... Bf8 12 Qh4 b6 13 Rael Nbd7 14 Bd3 Bb7

Black now threatens 15...Nc5, attacking bishop and e-pawn.

15 Bc2

The white c-pawn already looks rather strange in this context. It cannot be taken immediately since 15...Qxc4? 16 e5 dxe5 17 fxe5 Nxe5 18 Rxf6 wins material.

15 ... g6!

Putting a stop to threats against h7 on the diagonal. Now Black really threatens to capture on c4. 16 b3 is met by 16...b5, so White must continue forcefully.

16 e5! Nh5

16...dxe5? 17 fxe5 Qxe5 19 Bg5 loses Black a piece.

17 exd6 Bxd6 18 f5 Ne5!

Active defence. White's pawn advance in the centre has opened the game for the black pieces as much as for White's own. 18...exf5? 19 Nxf5 was not attractive.

19 fxe6 fxe6 20 Ne4

White's attack looks dangerous, but all the black pieces are able to come to the defence, so there is no reason the attack should win. But the defence needs great accuracy.

20 ... Nxc4 21 Nxd6 Qxd6?

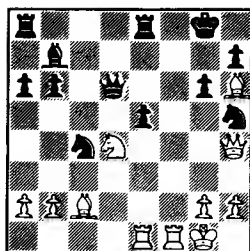
Apparently underestimating the ensuing attack. 21...Nxd6 brings the knight back to help the defence. While White then has compensation for the pawn, Black should certainly not stand worse.

22 Bh6!

Preventing Black contesting the f-file and ensuring that White's attack will endure for some time to come.

22 ... e5

Hoping to chase away the knight and gain the chance to block the f-file with Nf4, but as Nunn demonstrates this move gives White further attacking possibilities.



23 Nf5!

Now 23...gxf5 24 Qxh5 gives White a winning attack and 23...Qc5+ 24 Kh1 does not improve Black's position.

23 ... Qd5 24 Rf2

Defending the threatened mate while also preparing to double rooks on the f-file. Black must also defend against 25 Ne7+.

24 ... Qc5 25 Bd1!

Putting an unanswerable question to the knight on h5.

25 ... Bc8 26 b4!

An elegant addition to the attack. The queen cannot maintain the pin on the rook while defending the knight on c4.

26 ... Qxb4 27 Ne7+!

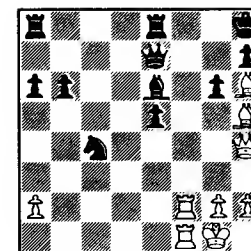
Now 27...Rxe7 is answered by 28 Rf8 mate, while 27...Qxe7 28 Qxe7 is no better.

27 ... Kh8 28 Ref1 Be6

28...Qc5 would now allow 29 Qxc4 Qxc4 30 Rf8+, though the simple 29 Kh1 or 29 Bxh5 would be just as good.

29 Bxh5 Qxe7

The only defence to the threat of Qf6 mate.



30 Rf8+!

The final touch. 30...Bg8 is met by 31 R1f7! Qxh4 32 Bg7 mate.

30 ... Qxf8 31 Bxf8 Rxf8 32 Rxf8+ Rxf8 33 Qe7!

Black must lose further material.

33 ... Rf4 34 g3 Resigns.

The rook must stay on the f-file to prevent 35 Qf8+ Bg8 36 Qf6 mate, so it must renounce defence of the knight and allow 35 Qxe6 gxh5 36 Qxc4.

15 Rac1 c5 16 dxc5 Nxc5 17 Qc2 Rdc8 18 Qb1 Ne4 19 f3
Drawn.

ROUND 7

Thursday 17th April

43.	Korchnoi (4½)	½-½	Stean (2)
44.	Browne (2½)	1-0	Sax (3)
45.	Ljubojevic (3½)	½-½	Sosonko (4)
46.	Andersson (3)	1-0	Nunn (2½)
47.	Miles (4)	1-0	Larsen (2½)
48.	Short (½)	½-½	Timman (3½)
49.	Gheorghiu (3½)	0-1	Speelman (3)

Korchnoi surprisingly made little or no effort to win against his second. This gave Miles the chance, powerfully taken, to catch up and share the lead by scoring his fourth victory in a row. Gheorghiu-Speelman and Short-Timman were both characterised by the grandmasters letting their English opponents escape from desperate positions. Nunn was not so lucky; Andersson gave him no chance whatsoever.

Leading scores: Korchnoi and Miles 5, Sosonko 4½, Andersson, Timman, Speelman and Ljubojevic 4.

Game No. 43 Korchnoi-Stean Queen's Indian Defence

Stewart Reuben received a telephone call in the morning of this round. Michael Stean was inviting him to play bridge later in the day. The result of this game was therefore no surprise to the controller, though many were puzzled as to why the tournament leader so easily conceded a draw with the white pieces. Perhaps the draw was just a friendly gesture, but Korchnoi also seemed to be taking matters easily in the tournament generally.

1 d4 Nf6 2 c4 e6 3 Nf3 b6 4 g3 Bb7 5 Bg2 Be7
6 0-0 0-0 7 Nc3 Ne4 8 Nxe4 Bxe4 9 Ne1 Bxg2 10 Nxd5
d5 11 cxd5 Qxd5 12 Be3 Na6 13 Qa4 Qb7 14 Rfd1 Rfd8

Game No. 44 Browne-Sax Grünfeld Defence

A disastrous loss for the Hungarian, whose handling of the opening gave White everything he wanted.

1 d4 Nf6 2 Nf3 g6 3 c4 Bg7 4 Nc3 d5 5 cxd5 Nxd5
6 e4

During 1979 and the early months of 1980, this exchange variation with Nf3 has been the height of fashion against the Grünfeld. The line had been neglected for almost fifty years since early games appeared to show that Black's pressure on the centre with ...c5, Nc6 and Bg4 forced White to make concessions. New ideas for White from Larsen and Korchnoi, however, showed that the attacking potential had been underestimated.

6 ... Nxc3 7 bxc3 c5

7...0-0 8 Be2 c5 9 0-0 b6 10 Bg5 Bb7 11 Qd3 gave White the advantage in Harston-Sax, Tallinn 1979. Black ought not to delay his attack on the centre.

8 Be3!

Since 8 Be2 Nc6 9 Be3 Bg4 gives Black a good game immediately, the principal choice is between this move, intending a quick Rcl and d5, and 8 Bb5+ Nc6 9 0-0, though recent experience suggests that the latter line promises little. The idea of 8 Be3 was first played by Korchnoi in an exhibition game against Miles, but only generally noticed when Miles himself adopted it with the white pieces.

8 ... 0-0 9 Rcl

White's plan is to play d5 followed by c4, cementing his space advantage.

9 ... Qa5 10 Qd2 e6?!

Black should play 10...cxd4 11 cxd4 Qxd2+ when 12 Kxd2 Rd8 or 12 Nxd2 e6 (Hübner-Adorjan, first match game 1980) give Black equal chances.

11 Be2?!

Giving Black another chance to play 11...cxd4!. Instead 11 d5! gives White the advantage.

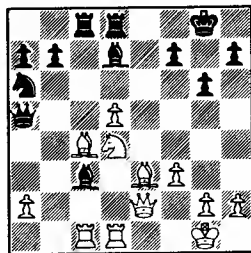
11 ... Rd8? 12 d5! exd5 13 exd5 Na6

White's advantage lies in his strong d-pawn and K-side attacking prospects. He also retains the possibility of achieving a more comfortable endgame after playing c4. Black always has difficulty creating any active chances.

14 0-0 Bf5 15 Rfd1 c4?!

A bold bid for freedom which backfires horribly. 15...Rac8 was unattractive, but best.

16 Bxc4 Rac8 17 Qe2! Bxc3 18 Nd4 Bg4 19 f3 Bd7



20 Nc6!

A surprising way to force immediate victory.

20 ... Bxc6

After 20...bxc6 21 Bxa6 Rb8 (21...Rc7 22 d6!) White's quickest way to win is 22 Rxc3 Qxc3 23 Bd4 Qa5 24 Qe5 Kf8 25 Qh8+ Ke7 26 Qf6+ and 27 d6 with mate to follow.

21 dxc6

Now after 21...Rxd1+ the simplest is 22 Qxd1 (though 22 Rxd1 Rxc6 23 Bh6 is also very powerful) when the threats of Qb3, Qd7, cxb7 and Bxf7+ are too much for Black to endure. 22...Rxc6 loses to 23 Rxc3 Qxc3 24 Qd8+ and 25 Bd4+.

21 ... Re8?

Demoralisation, but there is nothing to be done. Now White wins all with 22 cxb7 Rxc4 23 Qxc4 Rxe3 24 Qxa6.

Black resigned.

Game No. 45 Ljubojevic-Sosonko Sicilian Defence

A narrow escape for Sosonko, whose position was on the brink of disaster for most of the game. Finally he sought refuge in a queen and bishop endgame with a pawn less, which he was able to draw surprisingly quickly.

1 e4 c5 2 Nf3 Nc6 3 d4 cxd4 4 Nxd4 e5

An unusual choice for Sosonko who normally plays the Dragon variation.

5 Nb5 a6 6 Nd6+ Bxd6 7 Qxd6 Qf6

This variation had a brief vogue around 1960 when it was discovered that the book refutation of 8 Qc7 might not be as strong as was claimed. Quickly, however, White started winning games with 8 Qa3 or 8 Qd1 and even 8 Qc7 was resuscitated to White's advantage. The line fell again into disuse but has recently once more emerged from the mothballs with the discovery that 8 Qd1 Qg6 9 Nc3 d5!? produces interesting complications. As usual, however, Ljubojevic prefers to play on his own ground.

8 Qd2!?

Always the least analysed of the possible queen moves, but a perfectly valid response. White's advantage lies in his bishop pair. Ljubojevic's plan in this game is to utilise one bishop on the vulnerable a3-f8 diagonal.

8 ... Nge7 9 b3

A natural move, but I do not know if it has been played before in this position. Previous games have been played with 9 Nc3. Ljubojevic's idea looks better.

9 ... d6

If White is allowed to play Ba3 and Bd6, Black will be squashed. Black must move the d-pawn while he has the chance.

10 Ba3 Be6 11 c4

After either 11 Bxd6 or 11 Qxd6 Black plays Rd8 and has fully sufficient compensation for the pawn. White must avoid such an opening of the position until his development is further advanced.

11 ... Nd4

I prefer 11...Rd8 12 Nc3 Qg6 followed by a later f5. As played Black gains some immediate activity, but does not solve the real problems of his position.

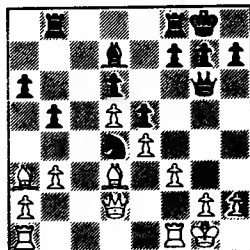
12 Nc3 Bd7

13 Bxd6 was now a threat; the bishop retreat defends d6 and prepares b5.

13 Bd3 0-0 13 f3!

White must step carefully; 14 0-0 could have been met by 14...Nf3+! 15 gxf3 Bh3.

14 ... b5 15 0-0 Rab8 16 Nd5! Nxd5 17 cxd5 Qg6



The opening has resulted in a clear advantage for White. The knight on d4, powerful though it may look, has no retreat. White thus has the possibility of undermining manoeuvres with f4, or simply playing Bb2 and attacking d4 until a pawn drops. With the d6 and a6 pawns also weak, Black has a very poor position.

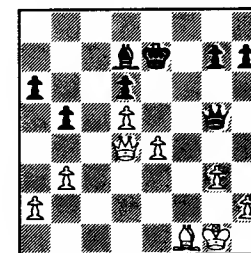
18 Kh1

Still playing safe and avoiding any trouble caused by the pin down the g-file. 18 f4! was more vigorous and would have caused Black immediate problems.

18 ... f5 19 Qb4 Rf6 20 Bb2 fxe4 21 fxe4

21 Bxe4 might be still better since 21...Nf5? 22 g4 wins a piece and 21...Bf5 22 Bxd4 wins a pawn for White in better circumstances than the game.

21 ... Rbf8 22 Bxd4 exd4 23 Qxd4 Rxf1+ 24 Rxf1 Rxf1+ 25 Bxf1 Qg5 26 Kg1 Kf8 27 g3 Ke7



Black's control over the black squares, particularly e5, makes it hard for White to utilise his extra pawn. Nevertheless, after 28 Kf2 Qf6+ 29 Ke3, Black would still have to work hard for a draw. As played, Ljubojevic makes life easier for his opponent.

28 b4? Qf6!

Now 29 Qxf6+ Kxf6 allows the black king to establish itself at e5 with no worries.

29 Qd2 h6 30 Be2 Drawn.

White can still play on in the hope of making something of the pawn, but his king can no longer become active and Black should have no trouble holding the game. A disappointment for Ljubojevic after securing such a fine position from the opening.

Game No. 46 Andersson-Nunn
Q.G.D. Tarrasch Defence

A faultless display by Andersson in his best style. The opening line is one introduced by Timman in 1977 against Ivkov. Black played 13...Re8 in that game and retreated his bishop to d6. Gligoric later tried Re8 and Bf8. Nunn's idea of keeping to bishop defending the d-pawn led to slight weaknesses on c5, b6 and d6. Andersson's knights play hypnotically round their good squares, reducing Black to a state of helplessness. After this game Nunn announced that he would have to spend next University term finding a new defence to replace the Tarrasch.

1 Nf3 Nf6 2 c4 e6 3 g3 d5 4 d4 c5 5 cxd5 exd5
6 Bg2 Nc6 7 O-O Be7 8 dxc5 Bxc5 9 Bg5 O-O 10 Nc3 d4
11 Bxf6 Qxf6 12 Nd2 a6 14 Rc1 Ba7 15 Re1
Re8 16 Nf4 Bd7 17 Qb3 Rb8 18 Qd5 Rc8 19 Nc4 Bb8
20 Nd3 Qc7 21 Qc5 Rcd8 22 Bf3 h6 23 b4 Ba7 24 Qd6
Qc8 25 Na5 Be6 26 Qf4 Bd5 27 Bxd5 Rxd5 28 Qf3 Red8
29 Rc4 Qd7 30 Nxc6 bxc6 31 Rec1 Rc8 32 Rlc2 Bb8
33 Nc5 Qd6 34 Qa3 Re8 35 Nd3 a5 36 Rxc6 Qe7 37 Qb3
Rh5 38 Rc8 axb4 39 Qxb4 Resigns.

Game No. 47 Miles-Larsen
Old Indian Defence

A deceptively easy win for Miles played in purposeful and logical style. The weaknesses which were created in Black's position early in the opening were beautifully exploited in direct attacking fashion.

1 d4 Nf6 2 c4 d6 3 Nc3 e5 4 Nf3

4 dxe5 dxe5 5 Qxd8+ Kxd8 offers White little chance of any advantage. Black's king finds a safe haven on c7

and the white c-pawn can later be an object of attack.

4 ... Nbd7 5 e4 Be7 6 Be2 c6 7 O-O a6!?

A Larsen special; he likes to delay castling in the opening in favour of Q-side action. The immediate intention of 7...a6 is to prepare ...b5. 8 d5 is the normal response to such play, but Miles has another idea with more ambitious intentions.

8 Nh4!? g6

The knight must be kept out of f5. Note that 8... Nxe4? would allow 9 Nxe4 Bxh4 10 Nxd6+.

9 Bh6

This throws a real spanner into Black's development plans by making castling impossible.

9 ... Qb6?

The queen is poorly placed here and ultimately only helps White's reorganisation of his K-side pieces. Either 9...Qc7 or 9...Bf8 would have been better.

10 Nf3

The knight has done its job in forcing g6. Now it can return to hold the centre.

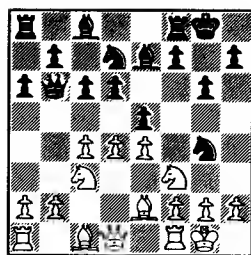
10 ... Ng4

Taking the b-pawn is risky: 10...Qxb2 11 Na4 Qa3 12 Bc1 Qb4 13 Bd2 Qa3 14 Rb1 Qxa2? 15 Rb2 Qa3 16 Bb4 loses the queen, but 14...b5! is unclear.

11 Bc1 O-O

(See next diagram)

An amazing position for the white pieces after eleven moves; they appear to have made only seven. Yet White stands clearly better. If Black has time to play Re8 and Bf8 his K-side weaknesses will not be serious, but he never gets the chance to complete this manoeuvre.



12 h3 Nf6 13 c5!

A thematic plan of disruption against the pawns at c6, d6 and e5.

13 ... Qc7

After 13...dxc5 14 dxe5 Ne8 15 a4! the black Q-side pawns become fixed and White maintains a clear advantage.

14 cxd6 Qxd6

An indication that Black's position has become difficult. After 14...Bxd6 15 Bg5 White has a strong initiative.

15 Be3 Re8

Black entertains some hopes of pressure against the white e-pawn, but he never has time for this. Some Q-side expansion with 15...b5 would have given more chances.

16 Qc2 exd4 17 Bxd4 c5 18 Be3

18 e5 Qc7 19 exf6 cxd4 20 fxe7 dxc3 would solve all Black's difficulties. This is one line in which the position of the rook on e8 is justified.

18 ... Qc7 19 Rad1 b6

After 19...b5 20 a4, White gains permanent use of c4.

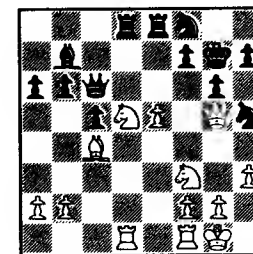
20 Qd2 Bb7 21 Bf4!

Throughout this game the bishop makes admirable use of almost every square on the c1-h6 diagonal. His extra central space and control of the d-file are already perhaps a decisive advantage.

21 ... Qc6 22 e5 Nh5

Black saves the piece — 23 Qxd7 Nxf4 — but now White emphasises his control by preparing to seize the d5-square.

23 Bc4 Nf8 24 Bg5! Rad8 25 Nd5! Bxg5 26 Qxg5 Kg7



Black avoids the threat of 27 Ne7+, but the attack remains very strong.

27 Nf4!

A deceptively simple way to break through with an attack on the king. The f6 and f7 squares are the objects of White's play.

27 ... Nxf4 28 Qxf4 Rd7

There was no satisfactory way to defend f7. 28...Ne6 29 Qf6+ Kg8 30 Bxe6 wins for White, as does 28...Qc7 29 Qf6+ 30 Ng5.

29 Rd6!

Neatly taking advantage of the fact that the rook is now tied to the defence of the second rank.

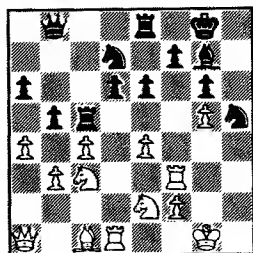
29 ... Qc7 30 Qf6+ Kg8 31 Ng5 Rde7 32 e6! fxe6 33 Nxe6 Resigns.

33...Qxd6 34 Nxf8+ or 33...Nxe6 34 Rxe6 and White makes decisive material gains.

Game No. 48 Short-Timman
Sicilian Defence

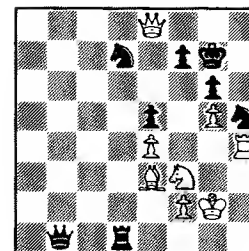
A long game full of incident and accident. For most of the first session Short looked outplayed and likely to lose. Then Timman seemed to relax and allowed his young opponent first to equalise and then to play a most promising exchange sacrifice. Timman finally manages to bale out at the cost of a piece, then tenaciously defends an endgame to hold the draw. The diagrams chart the passage of the play.

1 e4 c5 2 Nf3 d6 3 Bb5+ Bd7 4 Bxd7+ Nxd7 5 c4 Ngf6 6 Nc3 e6 7 0-0 Be7 8 d4 cxd4 9 Nxd4 0-0 10 b3 a6 11 Re1 Rc8 12 Bb2 Re8 13 Rc1 Bf8 14 h3 Nc5 15 Rc2 Qc7 16 Rce2 Qb8 17 Re3 g6 18 Qa1 Bh6 19 Rf3 Ncd7 20 a4 Nh5 21 g4 Nh6 22 Nde2 Bg7 23 g5 Nh5 24 Rd1 h6 25 h4 hxg5 26 hxg5 Rc5 27 Bc1 b5!

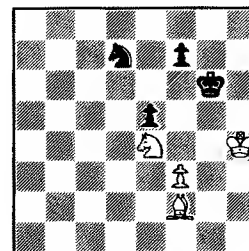


28 axb5 axb5 29 cxb5 Rxb5 30 Nd4 Bxd4 31 Rxd4 Rxb3 32 Kg2 Rc8 33 Rh3 Nc5 34 Be3 Qb7 35 Rh4 Nd7 36 Ne2 Rc2? 37 Qd1 Rc6 38 Rxd6 Rxd6 39 Qxd6 Rb1 40 Nd4 Rd1 41 Qe7 Qb1 42 Qe8+ Kg7 43 Nf3 e5

(See next diagram)



44 Rxh5! gxh5 (sealed move) 45 g6 Kxg6 46 Qh8 Rg1+!
47 Nxg1 Qxe4+ 48 Kh2 Nf6 49 Qh6+ Kf5 50 f3 Qc2+
51 Kg3 Ke6 52 Nh3 Qg6+ 53 Ng5+ Ke7 54 Qh8 Nd7
55 Kh4 Qb1 56 Bf2 Qh1+ 57 Kg3 h4+ 58 Qxh4 Qxh4+
59 Kxh4 Kf6 60 Ne4+ Kg6



61 Ba7 Kf5 62 Kg3 Nf8 63 Bc5 Ng6 64 Nd6+ Ke6 65 Kg4
Nf4 66 Nf5 Nd3 67 Bb6 Ne1 68 Nh4 Kf6 69 Bf2 Nd3
70 Bg3 Nb2 71 Nf5 Nc4 72 Bh4+ Ke6 73 Bg5 f6 74 Bc1
Nb6 75 Nh4 Nd5 76 Nf5 Nb4 77 Be3 Nd5 78 Bd2 Nc7
79 Ne3 Nb5 80 Nc2 Nd6 81 Bb4 Nb5 82 Ne1 Nd4 83 Bc5
Nb3 84 Bb6 f5+ 85 Kg5 f4 86 Bc7 Nd2 87 Ba5 Nc4
88 Bc3 Nd6 89 Bb4 e4 90 Bxd6 Kxd6 91 fxe4 Ke5
92 Nd3+ Kxe4 93 Nxf4 Drawn.

Game No. 49 Gheorghiu-Speelman
Queen's Indian Defence

Speelman had a bad position from the opening and was fighting back when Gheorghiu made one of the worst blunders of the tournament.

1 d4 Nf6 2 c4 e6 3 Nf3 b6 4 Nc3 Bb4 5 Bg5 h6
6 Bh4 Bb7 7 e3 g5 8 Bg3 Ne4 9 Qc2 f5 10 Bd3 Bxc3+
11 bxc3 d6

To this point the game has followed Korchnoi-Timman (Game No. 17) from Round 3. Now, instead of Korchnoi's dubious 12 a4, Gheorghiu plays the old theoretical move.

12 d5!

The idea of this pawn sacrifice, first suggested by Keres, is to free d4 for the knight and remove the pawn defending f5. Both these factors add to White's strategy of attack on the white squares, particularly the b1-h7 diagonal.

12 ... exd5?!

Accepting the pawn has long been considered too dangerous. The theoretical recommendation is 12...Nd7, as was played in the game Ree-Taimanov, Hamburg 1965, which continued 12 Bxe4 fxe4 14 Qxe4 Qf6 15 0-0 0-0-0 16 Qxe6 Qxe6 17 dxe6 Nc5 18 Nd4 Rde8 19 f3 Ba6, when White had so many weak pawns that Black stood better. Later both 13 dxe6 Ndc5 14 Nd4 Qf6 15 f3 and 13 Nd4 Ndc5 14 Nxe6 were suggested as improvements for White.

13 cxd5

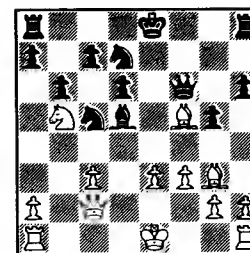
13 Nd4 is also possible, leading to the same position after 13...Qf6 14 cxd5 Bxd5.

13 ... Bxd5 14 Nd4 Qf6 15 f3 Nc5

15...Nxg3 16 hxg3 Nd7 17 Bxf5 was played first in Keres-Taimanov, 22nd USSR Championship 1955, as well as in a string of later games. Since White won the vast majority of these it is difficult to recommend the move, but Speelman's 15...Nc5 does not look as though it ought to be any better.

16 Bxf5 Nbd7 17 Nb5

(See next diagram)



17 ... 0-0-0!?

Surrendering the a-pawn is Black's best chance to counter White's great initiative. Now White must waste time with his knight and allow Black to complete his development. Nonetheless, White's two bishops and active position still give him a clear advantage.

18 Nxa7+ Kb7 19 Nb5 Rde8 20 0-0! Bc4

20...Rxe3 would lose material after 21 Bxd7 Nxd7 22 Qd2 Qe6 23 Nd4 Qe8 24 Nf5.

21 Bxd7! Nxd7 22 Qa4 Bxb5

22...Bxf1 23 Qa7+ Kc6 24 Nd4+ is more than Black can stand.

23 Qxb5 Nc5 24 e4

24 a4 is also very tempting, playing for a direct attack with a5.

24 ... Qxc3 25 Rac1 Qa3 26 Rfd1 Ra8 27 Rc2

By returning the pawn, White has reached a position in which his bishop should be far superior to the knight. Breakthrough threats involving e5 add to the problems for the black king.

27 ... g4! 28 e5!

28 fxg4 Qe3+ regains the e4 pawn.

28 ... dxe5 29 fxg4 Rhd8!

1 d4 Nf6 2 c4 e6 3 Nf3 b6 4 Nc3 Bb4 5 Bg5 h6
6 Bh4 Bb7 7 e3 g5 8 Bg3 Ne4 9 Qc2 f5 10 Bd3 Bxc3+
11 bxc3 d6

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13 cxd5

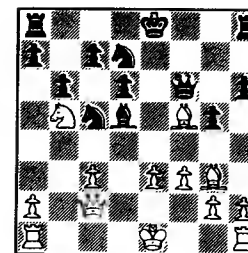
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27 ... g4! 28 e5!

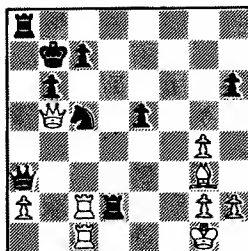
28 fxg4 Qe3+ regains the e4 pawn.

28 ... dxe5 29 fxg4 Rhd8!

Already envisaging the terrible trap which Gheorghiu now obligingly helps to create for himself.

30 Rdc1 Rd2!

Speelman was by now in bad time trouble, which must have contributed to Gheorghiu's belief that this move was a blunder.



31 Rxc5??

31 Rxd2 Qxc1+ was, of course, bad, but this is not much better.

31 ... Qe3+! 32 Kh1

There is no choice. 32 Kf1 is mated after 32...Rf8+.

32 ... Qxc5!

And Black wins; the queen is protected by the back rank mating possibility.

33 Qxc5 bxc5 34 h4 R8xa2 35 Kh2 Rxc2+ 36 Kh3 Rgc2 37 Rxc2 Rxc2 38 h5 Ra2 39 g5 hxc5 40 Kg4 c4 41 Bxe5 Re2 42 Bg7 Rg2+ 43 Kf5 Rh2 44 Kxc5 Rg2+ 45 Kh6 Rxc5! 46 Kxc5 c3 47 Resigns.

After both pawns queen, Black checks on the long diagonal, exchanges queens and wins with his last pawn.

ROUND 8

Friday 18 April

50.	Browne (3½)	½-½	Miles (5)
51.	Nunn (2½)	½-½	Ljubojevic (4)
52.	Stean (2½)	½-½	Gheorghiu (3½)
53.	Speelman (4)	0-1	Andersson (4)
54.	Sosonko (4½)	1-0	Short (1)
55.	Larsen (2½)	1-0	Korchnoi (5)
56.	Sax (3)	1-0	Timman (4)

Miles consolidated, not wishing to push his luck after four consecutive wins. Thanks to Larsen, this result even improved his position. Some spectators thought the Larsen-Korchnoi endgame bound to end in a draw, but those of us who knew the Dane's technique in Rook and opposite-coloured Bishop endings realised that Korchnoi was in great difficulty. With Andersson winning again, the position at the top was becoming unclear. However, it was clear that Korchnoi would have to work hard again to take his expected place at the head of the table.

Leading scores: Miles and Sosonko 5½, Andersson and Korchnoi 5, Ljubojevic 4½.

Game No. 50 Browne-Miles Queen's Pawn

Playing something similar to the defence with which he defeated Karpov, Miles secured an easy game with surprising speed. Both players then decided to have an afternoon off.

1 d4 Nf6 2 Nf3 b5 3 Bg5 Bb7 4 Nbd2 a6 5 c3 e6
6 e4 h6 7 Bxf6 Qxf6 8 Bd3 c5 9 e5 Qd8 10 Be4 Qb6
11 0-0 cxd4 12 Nxd4 Nc6 Drawn.

Game No. 51 Nunn-Ljubojevic
Sicilian Defence

A game which was agreed drawn just as it was threatening to become very interesting. Nunn would probably have thought longer before offering a draw had he been doing better in the tournament, particularly in view of Ljubojevic's time shortage.

1 e4 c5 2 Nf3 d6 3 d4 cxd4 4 Nxd4 Nf6 5 Nc3 a6
6 Bg5 e6 7 f4 Be7

Unwilling to let Nunn show his analysis of the Poisoned Pawn variation, Ljubojevic avoids repeating the 7... Qb6 he played against Timman.

8 Qf3 h6 9 Bh4 Nbd7 10 0-0-0 Qc7 11 Bd3 g5

Where Black plays an early h6 in this line, it usually presages this pawn thrust. The primary idea is to gain control of e5 for a knight. For example, 12 fxc5 Ne5 13 Qe2 Nfg4; Black regains the g5 pawn and hopes to establish a bind on the black squares. Nunn's next move is a sharp continuation to cut across this plan.

12 e5 gxh4

12...dxe5 would allow 13 Nxe6! fxe6 14 Bg6+ with a tremendous attack for White.

13 exf6 Nxf6 14 f5

The first game in this line, Westerinen-Evans, Siegen 1970, continued 14 Rhel, but 14 f5 is more logical to force the black pawn to e5 after which White gains control of d5.

14 ... e5 15 Nde2 Bd7 16 Be4!

16 Ne4 used to be preferred, until it was discovered that 16...d5! 17 Nxf6+ Bxf6 18 Qxd5 Bc6 gives Black a free game with full compensation for the pawn.

16 ... Bc6 17 Nd5 Bxd5 18 Bxd5 Rc8

Stein-S. Garcia, Lublin 1975, continued 18...Nxd5

19 Rxd5 Bg5+ 20 Kb1 0-0-0 21 Nc3 Qc4 22 Rhd1, with the better game for White, though Black was still able to contest the initiative with 22...Qf4!

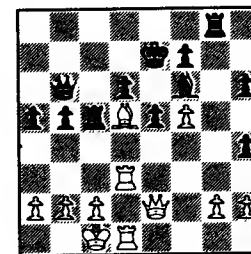
19 Nc3 b5

The Encyclopaedia of Chess Openings only mentions a 1974 game from Penang which continued 19...Rb8 here, but that is hardly in keeping with Black's previous move. The question after 19...b5 is what happens if White plays 20 Bb7? Since 20...b4 21 Bxc8 bxc3 22 Qxc3 gives Black insufficient for the exchange, he must try 20...Rb8 (20... e4 21 Bxe4 does not work) 21 Bxa6 b4, though here too White's position looks better.

20 Bb3 Qc6 21 Qe2 Rg8 22 Nd5 a5

Black must play actively to distract from White's simple plan of occupying the central weaknesses then switching to a K-side attack while the black rooks remain disordinated.

23 Nxf6+ Bxf6 24 Bd5 Qb6 25 Rd3 Ke7 26 Rhd1 Rc5



White still has a pawn less, but his attacking chances are considerable. In the analysis room at the time of the game, discussion centred on such possibilities as 27 Bxf7!? Rgc8 (27...Kxf7 28 Rxd6 gives a very dangerous attack) or 27 Qh5! Rg7 28 Bxf7!? Qc7! Instead, Nunn played a quieter move:

27 Kb1

and offered a draw! He had expected the continuation 27...Qc7 28 c3, overlooking the possibility of 28 Bxf7!

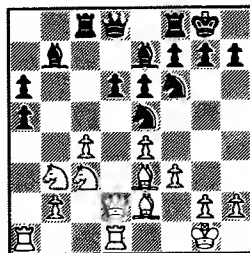
Kxf7 29 Rxd6, with a fine attack. Later analysis suggested that 27...Rf8! was the right move to prevent this sacrifice, but 28 Qh5 would still pose problems. With only 13 minutes left on his clock Ljubojevic must have been relieved not to have to prove the defensibility of his position.

Draw agreed.

Game No. 52 Stean-Gheorghiu
English Opening

A quiet opening which suddenly burst into a flurry of tactics between moves 14 and 20. Then all was peace.

1 c4 c5 2 Nf3 Nf6 3 Nc3 b6 4 d4 cxd4 5 Nxd4 Bb7 6 f3 d6 7 e4 e6 8 Be2 Be7 9 0-0 0-0 10 Be3 a6 11 Qd2 Nbd7 12 Rfd1 Rc8 13 a4 Ne5 14 a5 bxa5 15 Nb3



15 ... Nxc4 16 Bxc4 Rxc4 17 Nxa5 Rb4 18 Nd5 Nxd5 19 exd5 Rb5 20 Nxb7 Rxb7 21 dxe6 fxe6 22 Rxa6 Qb8 23 Bd4 Qe8 24 Qe2 Qf7 25 Re1 e5 26 Bc3 Qd5 27 Qe4 Qxe4 28 fxe4 Kf7 29 Rf1+ Ke6 30 Rxf8 Bxf8 31 Kf2 Be7 32 Ke2 h5 33 Ra8 Bg5 34 Rh8 Bc1 35 Rxh5 Bxb2 36 Bd2 d5 37 exd5+ Kxd5 38 Rg5 Bd4 39 h4 Kc4 40 Rg4 Drawn.

Game No. 53 Speelman-Andersson
Queen's Pawn

A really bad game by Speelman who tried to create possibilities which the position did not justify. After the

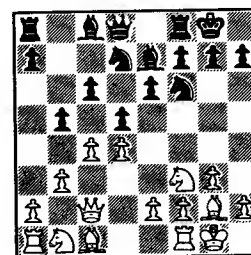
opening had gone wrong he sacrificed a pawn with 14 a6?, received nothing for it, then steadily drifted to a loss. Against Andersson one simply cannot play like that.

1 d4 Nf6 2 Nf3 e6 3 g3 b5!? 4 Bg2 Bb7 5 0-0 c5 6 a4 b4 7 Nbd2 cxd4 8 Nb3 Be7 9 a5 0-0 10 Qxd4 Bd5! 11 Bg5 Qc7 12 Rfcl h6 13 Bf4 Qb7 14 a6 Nxa6 15 Ra4 Nb8! 16 Rca1 Nc6 17 Qd1 Rfc8 18 Be3 Ng4 19 Bc1 Qb6 20 Qf1 a5 21 h3 Nf6 22 Be3 Qc7 23 Nbd2 Nd8 24 Rc1 Nb7 25 c3 Qd8 26 Raal bxc3 27 bxc3 Bc5 28 Bf4 Nh5 29 Be5 d6 30 Bd4 Nf6 31 c4 Bxd4 32 Nxd4 Bxg2 33 Qxg2 Nc5 34 Rcb1 a4 35 Nb5 d5 36 Rd1 Qa5 37 Nd6 Rd8 38 cxd5 Nxd5 39 N2c4 Qa6 40 Rxd5 exd5 41 Qxd5 Ne6 42 e4 (sealed) and White resigned without resuming play.

Game No. 54 Sosonko-Short
Catalan Opening

A strange game with Sosonko gaining a clear plus from the opening, then giving Short the chance to free his game with a little combination. Just as he was emerging from his difficulties, Nigel overlooked something and his position collapsed.

1 d4 Nf6 2 c4 e6 3 g3 c6 4 Bg2 d5 5 Nf3 Be7 6 0-0 0-0 7 Qc2 Nbd7 8 b3 b5



One of the standard Black ideas in the Catalan to challenge the c4 pawn and fight for Q-side space. The alternative is slow development with 8...b6 followed by Bb7 and Rc8.

9 c5!

Keeping the position closed is the best way for White to try for an advantage. Neither 9 cxb5 cxb5 10 Qc6 Rb8 11 Bf4 Rb6 12 Qc2 Bb7 (and if 13 Bc7 Qc8) nor 9 Nbd2 bxc4 10 bxc4 Ba6 11 Bb2 Rb8 gives White much hope for more than an equal game.

9 ... a5 10 Nbd2 Re8?

Too casually played. Black should continue on the Q-side with 10...b4 or 10...Ba6.

11 e4!

Had Black left the rook on e8 he could ignore this move and retreat the knight to e8 after White's e5. Now, however, he must capture the pawn to prevent its advance, though the capture takes away the whole point of Black's opening formation which was to strengthen the d-pawn.

11 ... dxe4 12 Nxe4 Nxe4 13 Qxe4 Nf6! 14 Qc2

14 Qxc6? Bd7 does not merit much consideration.

14 ... Bb7

I prefer 14...Nd5 to avoid giving White the chance to exchange his black-squared bishop.

15 Bg5 Nd5 16 Bxe7 Qxe7 17 Rfe1 Rad8 18 a3 f6 19 Nd2 Nc7 20 Qb2 Qd7

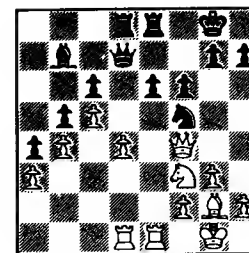
White has the advantage, thanks to his better bishop and greater command of space, but Short has played well to make it hard for White to increase his plus.

21 Nf3 Nd5 22 b4 a4

22...axb4 23 axb4 Ra8 looks a far more natural continuation, leaving both the rook and knight more active than in the game.

23 Rad1 Ne7 24 Qc1 Nf5 25 Qf4?

(See next diagram)



25 ... e5!

A tactical possibility which completely frees Black's game.

26 dxe5 Qxd1 27 Rxd1 Rxd1+ 28 Bf1 Nd4!

The point of the combination. Black threatens 29...Ne2+ and 29 Nxd4 fxe5 is also bad for White.

29 Kg2 Ne6?

Throwing everything away. 29...fxe5 30 Nxe5 Rf8 is quite satisfactory.

30 Qg4! f5

An unfortunate necessity since 30...fxe5 31 Ng5! wins for White.

31 Qxf5 Bc8 32 Qe4 Bd7 33 Bd3 g6

With queen and two good pawns for two rooks, White is now winning. He must only take care to avoid letting the black bishop become active on d5, but such a manoeuvre is hardly feasible.

34 Qe2 Ra1 35 Qb2 Rd1 36 Qc2 Ra1 37 Qb2 Rd1 38 Bc2 Rd5 39 Be4 Rd1 40 Bc2 Rd5 41 Qc1 Nd8

Having successfully reached the adjournment with as little incident as possible, Sosonko now sets about the task of winning. It does not take long.

42 Be4 Be6(!) 43 h4! Rd7 44 h5 Bf7 45 Qh6 Re6 46 Ng5 Resigns.

Game No. 55 Larsen-Korchnoi
English Opening

Another odd game. Larsen obtained precisely nothing from the opening and the game appeared to be heading for a quick draw. Then Korchnoi overlooked a little combination which cost him a pawn. The resulting endgame should nevertheless probably have been tenable, but Korchnoi appeared to underestimate the problems until it was too late. The final phase is a model of technique from the Dane.

1 c4 c5 2 g3 g6 3 Bg2 Bg7 4 Nc3 Nc6 5 Nf3

If White really wants a draw, the usual move is 5 e3, when 5...e6 6 Nge2 Nge7 7 0-0 0-0 tends to lead to early exchanges, symmetry and peace.

5 ... e6

The standard recipe, intending to gain space with Nge7 and d5.

6 0-0 Nge7 7 d3 d5!

Typically, Korchnoi does not bother to castle before playing this thematic advance. Larsen afterwards said that 7...0-0 had always been played before in this position. Now he could find nothing for White.

8 cxd5 exd5 9 Bg5 h6 10 Bxe7 Nxe7 11 d4

The isolation of the black d-pawn is the best White can achieve, but Black's bishop pair must be enough compensation.

11 ... cxd4 12 Nxd4 0-0 13 e3 Nc6!

The complete equaliser. A temporary sacrifice of the d-pawn eliminates the blockader on d4 and gives Black total freedom.

14 Nxd5 Nxd4 15 exd4 Be6 16 Nf4 Bc4 17 Re1 Qxd4 18 Qc2

18 Qxd4 Bxd4 19 Re4 Rad8 does not worry Black since

20 Rd1? Bxf2+ 21 Kxf2 Rxd1 22 Rxc4 Rd2+ favours Black.

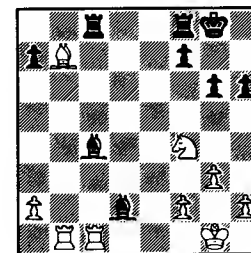
18 ... Rac8?

Overlooking the combination at move 23. Instead, 18...Ba6! would have left Black with what advantage there was in the position.

19 Bxb7 Qxb2

19...Rb8 does not help in view of the reply 20 Rad1!

20 Qxb2 Bxb2 21 Rab1 Bc3 22 Rec1 Bd2



When playing his 18th move, Korchnoi must have expected 23 Bxc8 Bxc1 24 Rxc1 Rxc8 with Black having the better of a probable draw. Larsen saw something better.

23 Nxg6! fxg6

Seeking refuge through opposite-coloured bishops. 23...Bxc1 24 Ne7+ would also leave White a pawn ahead.

24 Rxc4! Rxc4 25 Bd5+ Kh8 26 Bxc4 Ba5

Thanks to the presence of rooks on the board, White has definite winning chances in this endgame. Opposite coloured bishops can often be used as attacking potential in such endings, utilising the squares of the colour of one's own bishop to infiltrate with the rook. Here the plan is to gain space on the K-side for king and rook to advance and attack the black pawns.

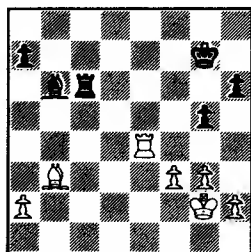
27 Kg2 Bb6 28 Rb2 g5 29 Re2 Rf6(?)

The first sign that Korchnoi underestimates the possible difficulties. The right defensive plan, as pointed out after the game by Larsen, is to put the bishop on d8 (playing a5 if necessary to defend this pawn) and then advance the h-pawn to h5 and h4. With one pair of K-side pawns exchanged, the endgame should be far easier to hold.

30 f3 Rc6

Both here and next move 30...Rd6 looks better in order to meet White's Re4 with Rd4. Black's primary defensive resource in the endgame is his ability to offer exchanges of rooks which White cannot accept if he is to maintain any chances of winning.

31 Bb3 Kg7 32 Re4!



White's winning plan begins with this move. The first stage is to play h4 and h5, fixing the black pawn on h6. Second stage: bring the king to g4 and f5. Third stage: infiltrate with the rook to h7 to attack the h-pawn. Finally, use the bishop on g6 to cut off support for the pawn along the sixth rank.

32 ... Rd6 33 h4! Bd8

33...Rd4 is too late; White can check with the rook then push the pawn to h5.

34 h5! Kf8 35 Rc4 Ke7 36 Kh3 Bb6 37 Re4+

37 Kg4? was impossible immediately (37...Rd4+) but a few well chosen rook moves force the king to g4 without great difficulty.

37 ... Kf8 38 Re5 a5 39 Rf5+ Ke8 40 Ba4+ Ke7
41 Rb5 Bc7 42 Re5+ Re6 43 Rc5 Bd8 44 Bb3 Rd6 45 Rf5
Ke8 46 Bc2 Ke7 47 Re5+ Re6 48 Rc5 Rd6 49 Kg4!

This is now played under ideal circumstances with the bishop on its best diagonal able to play to e4 or g6 when desired.

49 ... Kf6 50 Rf5+ Ke7 51 Re5+ Re6 52 Rc5 Rd6
53 Rc8 Kf6 54 Be4 Ke5!?

White now has the simple plan of Rb8, Rb7 and Rh7, winning the h-pawn. Korchnoi tries a desperate idea involving bringing the black king to f2 to counterattack the white pawns.

55 Rb8 Kd4 56 Rb7 Ke3 57 Kf5!

A necessary move at this point, before the black king attacks the g-pawn.

57 ... Rf6+ 58 Ke5 Ra6 59 g4!

Avoiding any tricks with ...g4 and making the black king look silly on the wrong side of the board. Now even rook exchanges win for White, whose king can penetrate to g7 and win the h-pawn.

59 ... a4 60 Rd7 Bf6+ 61 Kd5 a3 62 Rd6! Ra5+
63 Ke6 Bg7 64 Kf7 Ra7+ 65 Kg8 Kf4 66 Rg6!

Now the h-pawn drops and White is clearly winning. As Larsen shows, he can even afford to lose the a-pawn.

66 ... Be5 67 Rxh6 Rg7+ 68 Kf8 Rd7 69 Ra6 Rd2
70 Ra4!

Not, of course, 70 Rxa3?? losing to 70...Bd6+.

70 ... Kg3 71 Kf7 Rxa2 72 Kg6 Kh4 73 h6 Ra1
74 h7 a2 75 Kf7 Kg3 76 Kg8 Bf6 77 Ra8 Be5 78 Kf7!

Now the win is easy. White plays Kg6, attacking the g5 pawn. After Kf4 the rook returns to a4 and the black king must go away, thereby losing the pawn. Note that Kg6 cannot be met by ...Kh4 when the h-pawn queens with

check.

Black resigned.

Game No. 56 Sax-Timman
Sicilian Defence

An up and down game with several errors, but a good fight nonetheless. Timman secured a good position against the Hungarian's aggressive play, but had to surrender the exchange after a miscalculation. Then he fought back to reach an ending which looked very difficult for White to win. A final error, however, let the white rooks in and the defence could hold no longer.

1 e4 c5 2 Nf3 d6 3 d4 cxd4 4 Nxd4 Nf6 5 Nc3 a6
6 Bc4 e6 7 Bb3 Be7

Avoiding any Hungarian analyses of the ultra-sharp variations with 7...b5.

8 f4 Nc6 9 Be3 O-O 10 O-O Nxd4 11 Bxd4 b5 12 e5
dxe5 13 fxe5 Nd7 14 Ne4 Bb7 15 Nd6!? Bxd6 16 exd6
Qg5! 17 Rf2 a5

Black has come well out of the opening. Besides the threat of ...a4, he has the idea of Ra6, attacking the d-pawn. White must complicate.

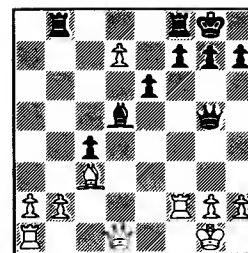
18 c4!? a4 19 Bc2 bxc4 20 Bxa4 Nc5 21 Bc2 Ne4
22 Bxe4 Bxe4 23 d7!? Rab8

Preventing the threatened 24 Bb6. The whole argument centres around the bold d-pawn, weak or strong?

24 Bc3 Bd5?

After 24...Rfd8 Black has the advantage. Now he loses the exchange.

(See next diagram)



25 Ba5 h5

Could Timman have overlooked that 25...Bxg2? 26 Bd2! costs a piece?

26 Qd2 Qe7 27 d8=Q Rfxd8 28 Bxd8 Rxd8 29 Qf4 f5

The white-square wall makes it difficult for White to utilise his rooks effectively. The bishop on d5 is a particularly good piece.

30 Rae1 Qf6 31 h4 Ra8 32 a3 c3! 33 bxc3 Qxc3
34 Re3 Qc1+ 35 Kh2 Rc8

An interesting decision. 35...Rxa3 36 Rxa3 Qxa3 would eliminate the passed a-pawn but leave Black in difficulties on the other wing after 37 Qg5.

36 Qg5 Be4 37 Rg3 Qxg5 38 Rxxg5 Bd5 39 Rb2 Rc3
40 Rg3 Rc4 41 Rb4 Rc2 42 Ra4 Kf8

This was the sealed move. After the game both players suggested that 42...Rc7! would have given excellent drawing chances. Now, however, Black loses the g-pawn and the white rooks become too active.

43 Ra7 f4 44 Rxxg7 f3 45 Rgf7+ Ke8 46 Rh7! Rxxg2+
47 Kh3 Rg8 48 Rac7 Kd8 49 Rhd7+ Ke8 50 Rxd5!

A neat solution. The a-pawn wins the game after all.

50 ... exd5 51 Rc8+ Kf7 52 Rxxg8 Kxxg8 53 a4 d4
54 Kg3 Resigns.

Game No. 58 Miles-Sax
King's Indian Defence

ROUND 9

Sunday 20 April

57.	Short (1)	$\frac{1}{2}$ - $\frac{1}{2}$	Nunn (3)
58.	Miles (5 $\frac{1}{2}$)	0-1	Sax (4)
59.	Ljubojevic (4 $\frac{1}{2}$)	$\frac{1}{2}$ - $\frac{1}{2}$	Speelman (4)
60.	Timman (4)	$\frac{1}{2}$ - $\frac{1}{2}$	Sosonko (5 $\frac{1}{2}$)
61.	Korchnoi (5)	1-0	Browne (4)
62.	Andersson (5)	1-0	Stean (3)
63.	Gheorghiu (4)	1-0	Larsen (3 $\frac{1}{2}$)

Another eventful round, greatly enjoyed by the large crowd of weekend spectators. Ljubojevic-Speelman saw the only incident of the tournament, of which more later. Miles lost his leading position, falling victim to a direct K-side attack by Sax. Korchnoi, doubtless annoyed by his performance against Larsen, made up a little ground by out-calculating Browne.

Andersson was now in top gear after his sleepy start to the tournament; Stean won a pawn, then Andersson won everything.

Leading scores: Korchnoi, Andersson and Sosonko 6, Miles 5 $\frac{1}{2}$, Ljubojevic, Sax and Gheorghiu 5.

Game No. 57 Short-Nunn

1 b3

John Nunn had a very bad cold, which was to affect him for the rest of the event. In the final position White has a clear advantage (18 f4! is very strong) but having made such a bad start to the tournament, Nigel was happy to take another half point.

1 b3 e5 2 Bb2 d6 3 e3 Nc6 4 d4 exd4 5 exd4 d5
6 Nf3 Bf5 7 Be2 Nf6 8 0-0 Bd6 9 c4 0-0 10 Nc3 Re8
11 a3 Bg4 12 c5 Be7 13 b4 a6 14 Ne5 Bxe2 15 Nxe2 Ne4
16 f3 Ng5 17 Ng3 Bf6 Drawn.

At first sight, this game appears to be a routine Black win in a typical King's Indian attack. Looking more closely, however, reveals several places at which White's defence can be significantly strengthened. The conclusions appear to vindicate Miles's judgment of the opening variation.

1 Nf3 Nf6 2 c4 g6 3 Nc3 Bg7 4 e4

No Grünfeld today, Mr Sax.

4 ... d6 5 d4 0-0 6 Be2 e5 7 0-0 Nc6 8 d5 Ne7
9 Ne1 Nd7

This is one of the oldest of all lines in the King's Indian. Neglected for many years, some improvements on the white side have caused it to become very popular once again.

10 Bd2 f5 11 Rc1

As usual White plays for Q-side expansion with c5, while Black aims for attack on the other wing.

11 ... Nf6

Tal played 11...fxe4 12 Nxe4 Nf6 in the fifth game of his match with Polugayevsky a couple of months after the present game. Although he secured a comfortable draw in that game, Black cannot be happy to concede White free use of the e4 square.

12 f3 f4 13 Nd3 g5 14 c5 Ng6 15 cxd6 cxd6 16 Nb5

This plan was introduced by Larsen against Najdorf at Santa Monica 1966. White's idea is to threaten Nc7 followed by Ne6. Black is encouraged to play Ne8, thereby making his own preparations for g4 more difficult to complete. Naturally 16...Qb6+ achieves nothing after 17 Nf2.

16 ... Rf7 17 Qc2 Ne8

For some years Black was thought to have a drawing

line here with 17...g4 18 Nc7 gxf3 19 gxf3 Bh3 20 Nxa8 Nxe4! 21 fxe4 Qg5+ 22 Kf2 Qh4+ with perpetual check; but White plays 20 Ne6! instead of taking the rook, retaining the advantage after 20...Qb6+ 21 Rf2 (Sosonko-Keene, Amsterdam 1975).

18 a4!

White prepares to meet 18...a6 with 19 Na3, when the knight has a fine future on c4.

18 ... h5 19 Nf2

The knight adds support to g4 to defend against Black's threatened breakthrough. Now White also introduces the possibility of Nxa7 which was impossible before owing to the reply ...Qb6+.

19 ... Bf8

Black adds to the defence of d6 and frees g7 for the rook.

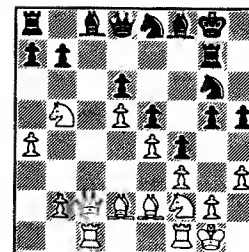
20 h3

Miles-Vukic, Bugojno 1979, had continued 20 Nxa7!? Rc7 21 Ba5 Rxc2 22 Bxd8 Rxe2 23 Nxc8 Rxa4 when the endgame should be drawn, though Miles won the game. By playing 20 h3 White shows faith in his K-side defences and relies on his own attack on the opposite wing.

20 ... Rg7

20...Bd7 avoids any combinations based on Nxa7, but encourages White to shift his attentions to the b-pawn. A game Ftacnik-Ligterink, Amsterdam 1977, continued from that position 21 Qb3 Rg7 22 Rc2 a6 23 Na3 Nf6 24 Rfcl g4 25 fxxg4 hxxg4 26 hxxg4 Nh4 27 Rc7 Be7 28 Bel Qf8 29 Qxb7 Rb8 30 Qxa6 Ra8 31 Ra7 Rxa7 32 Qxa7 Bxxg4 33 Nxxg4 Nxxg4 34 Qd7 f3 35 Rc8 Nf6 36 Rxxf8+ Kxxf8 37 Qc8+ Resigns. A good example of White's possibilities in this variation.

(See next diagram)



21 Nxa7

In the seventh Polugayevsky-Tal match game 1980, White tried a new plan: 21 a5 Bd7 22 Qb3 Nh4 23 Bel, but later looked unable to find a way to improve his position until Tal helped a little.

21 ... Bd7!?

21... Rc7 still looks better. After 22 Ba5 Rxc2 23 Bxd8 Rxe2 24 Nxc8 Rxa4 25 Nd1 g4 Black was able to hold the game in Averkin-Kasparov, Moscow 1979.

22 Nb5 Nh4 23 Qb3 Kh8!

23...Nf6 is still premature because White plays 24 Nc7 g4 25 Ne6! with advantage.

24 a5!

To this point play has followed a game Ftacnik-F. Portisch, Zalaegerszeg 1979. Ftacnik played 24 Rc4, but later published an interesting analysis advocating the move 24 a5. His principle variation ran 24 a5 Nf6 25 Nc7 g4 26 fxxg4 hxxg4 27 hxxg4 Nxxg4 28 Bxxg4 Bxxg4 29 Nxxg4 Rxxg4 30 Bel! Rxxg2+ 31 Khl f3 32 Rxxf3 Nxxf3 33 Qxxf3, with a winning position for White. White might also consider the immediate 24 Bel, ensuring that he has the possibility to capture on h4 after any series of exchanges on g4. Black has to rely on his attack since any endgame is almost bound to be bad for him with his black-squared bishop so ineffective and a generally cramped game.

24 ... g4 25 fxxg4 hxxg4 26 hxxg4

26 Nxg4 Nf6 leads to the same position.

26 ... Nf6 27 Nc7 Nxg4 28 Bxg4

Black has a winning attack after 28 Nxa8 Ne3 29 Bxe3 Rxg2+ 30 Kh1 Qg5!

28 ... Bxg4 29 Nxg4 Rxg4 30 Rf2?

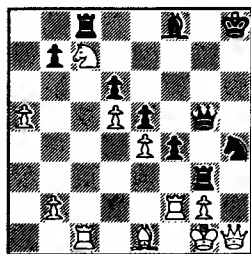
By a slightly different route we have reached the same position as in Ftacnik's analysis mentioned at move 24. By playing 30 Be1! White holds up the attack and keeps the advantage; neither 30...Rxg2+ 31 Kh1 nor 30...Qg5 31 Qh3 gives White any real problems.

30 ... Qg5!

Already the Black attack is winning. 31 Nxa8 Rxg2+ 32 Kf1 Rxf2+ 33 Kxf2 Qg2+ 34 Ke1 Nf3+ is impossible for White, so he must return to completely passive defence.

31 Qh3 Rg3 32 Qh1 Rc8 33 Be1

This characteristic defensive move is now too late. 33 a6 bxa6 34 Rc6 gave the best practical chance.



33 ... Bh6!

Even the bad bishop can join in the attack. The knight is unpinned and the bishop on its way to e3.

34 a6 bxa6 35 Rc6 Rg8 36 Rxd6 f3!

Everything is now attacking the white king. The end comes swiftly and prettily.

37 Rxa6 Rxg2+ 38 Rxg2 Qe3+! 39 Bf2 Rxg2+ 40 Qxg2 fxg2! 41 Resigns.

Game No. 59 Ljubojevic-Speelman Caro-Kann Defence

Speelman had a poor position, but fought back until a draw looked very likely. Then came the famous incident. Stewart Reuben tells the story:

"There was clearly going to be a desperate time-scramble and unfortunately Harry Golombek had appointed me in charge of this one, himself concentrating on another. Suddenly Ljubojevic played 37 Qh8+, one of the most incredible blunders ever played. There is no question but that he intended 37 Qg8+. He moved his hand away and then went back to put the queen on the other square. Simultaneously I moved to prevent this and Jon's hand came forward, presumably to take the queen, although it was not really his move yet, the clock not having been pressed.

"When I told Ljubojevic the queen had been put on h8, he jumped up shouting, not surprisingly, but even so this was unconscionable with many other games reaching the time control. The clocks were stopped and we tried to quieten him down. Then Jon offered a draw and everything was settled amicably. Splendid sportsmanship on Jon's part; personally I would have won the rook. Incidentally, Jon's hand had not after all been going out to take the queen but to adjust it to the intended square — shades of too much five-minute chess? The rules theoretically would not permit me to allow this, not that I could have known Jon's intentions. If I had known, would it not have been more in the spirit of the game to let the players have their way?

"It is psychologically interesting how difficult it is to ascertain the precise facts about such an incident. B.H. Wood, although standing nearly as close as me, reported that Ljubojevic had made the draw offer."

So much for the best part of the game; here are the moves:

1 e4 c6 2 d3 d5 3 Nd2 g6 4 Ngf3 Bg7 5 Be2 e5
6 0-0 Ne7 7 b4 0-0 8 Bb2 Qc7 9 Re1 a5 10 a3 Na6

11 h3 Be6 12 c3 Rfd8 13 Qc2 dxe4 14 dxe4 b5 15 bxa5
Nc5 16 c4 Rdc8 17 Bc3 Nb7 18 Ng5 Bd7 19 Nb3 h6
20 Nf3 Be6 21 Nfd2 c5 22 Qb2 b4 23 axb4 cxb4
24 Bxb4 Nc6 25 Nc5 Nxc5 26 Bxc5 Rxa5 27 Bb6 Rxa1
28 Rxa1 Qe7 29 c5 Nd4 30 Bc4 Bf8 31 Ra7 Qf6 32 Bxe6
Nxe6 33 Nf3 Bxc5 34 Bxc5 Rxc5 35 Ra8+ Kh7 36 Qb8 h5
37 Qg8+ (? - Qh8+?) Drawn!

Game No. 60 Timman-Sosonko
English Opening

Sosonko appeared to be in difficulties after the opening, but baled out by surrendering two pieces for a rook. Timman's knights stayed uncoordinated, finally letting Black draw without problems.

1 c4 c5 2 Nf3 Nc6 3 Nc3 Nf6 4 d4 cxd4 5 Nxd4 e6
6 Ndb5

6 g3 is also frequently played here. The text move has the more immediate plan of exploiting black-square weaknesses.

6 ... d6

Black continues in Sicilian Defence fashion. The alternatives are slightly favourable to White. For example: 6...Bb4 7 Bf4 with Bd6 to follow, or 6...Bc5 7 Nd6+ (7 Bf4 is possible here also) Ke7 8 Nce4, or finally 6...d5 7 Bf4 e5 8 cxd5 exf4 9 dxc6.

7 Bf4 e5 8 Bg5 a6 9 Na3

As in the Sicilian 9 Bxf6 gxf6 10 Na3 is more common, but this move is not unknown.

9 ... Be6 10 g3 Qb6!?

An interesting idea to take advantage of the absence of the bishop from c1. The queen attacks not only b2 but f2 also.

11 Nc2 Ng4

Not 11...Qxb2, when 12 Na4 wins the queen. Now White cannot play 12 e3 without cutting off the bishop's retreat and allowing 12...h6 or 12...f6.

12 Be3 Nxe3 13 Nxe3 Qxb2 14 Ned5 Rc8

White threatened 15 Na4 followed by 16 Nc7+ as well as 15 Rb1.

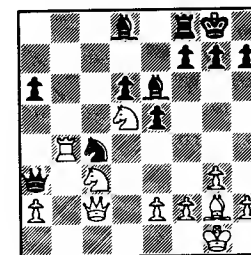
15 Rb1 Qa3 16 Rxb7 Na5 17 Rb4 Rxc4 18 Rxc4 Nxc4
19 Bg2 Be7

White's control of d5 and the uncomfortable position of the black pieces give fully sufficient compensation for the pawn, but White must still find an active plan to increase his positional plus. Note that 19...Bxd5 20 Nxd5 Qa5+ 21 Kf1 would not have eased Black's position.

20 0-0 Bd8 21 Qd3 Nb2

21...Nb6 22 Nxb6 Bxb6 23 Bc6+ is most uncomfortable for Black since 23...Ke7? 24 Nd5+ loses the black queen.

22 Qc2 0-0 23 Rb1 Nc4 24 Rb4!



Setting Black a difficult problem. 24...Na5? 25 Nb1 traps the queen, while 24...Bxd5 25 Nxd5 Na5 leaves Black practically without moves. In the latter line even the endgame after 26 Ra4 Qc5 27 Qxc5 dxc5 is clearly better for White. Sosonko finds a surprising way out of his difficulties.

24 ... Nb6! 25 Rxb6 Bxb6 26 Nxb6 Qc5!

White has two knights for rook and pawn, but they

have to drift away from control of d5. 27 Nbd5? loses to 27...Bxd5 28 Bxd5 Rc8.

27 Nba4 Qb4 28 Bd5 Rc8 29 Qe4 Qxe4 30 Bxe4 f5!

Black gives up his a-pawn to increase his activity further.

31 Bb7 Rb8 32 Bxa6 d5!

Now this pawn has finally moved from d6, Black has solved his problems. Despite White's material advantage, winning prospects are slight.

33 e3 d4 34 exd4 exd4 35 Ne2 Bxa2 36 Nxd4

By reducing the position to one with all the pawns on the same side, Black has ensured a draw.

36 ... Rb1+ 37 Kg2 Bd5+ 38 Kh3 Ra1

Note that 38...Rb4 would have been met by 39 Nc3! Rxd4 40 Nxd5 and Black cannot capture on d5 without losing his rook.

39 Bb5 g6 40 Nc3 Bb7 41 f3(?) Bxf3!

Now 42 Nxf3 Ra3 regains the piece for Black and the draw is clear. Of course, White's 41st move was a mistake, but the endgame offered few chances of victory in any case.

Drawn.

Game No. 61 Korchnoi-Browne English Opening

A game with many similarities to Larsen-Browne from round six (Game No. 41). Korchnoi adopted a patient policy, defending his advantage in space by preventing Black's breaks with d5 or b5. Finally Browne decided to break open the game with a long combination introduced by 19...d5. Korchnoi had calculated it better; 30 Rxc5! was the complete refutation. Browne was able to cut his losses

to a pawn, but that was easily enough for White to win.

1 c4 c5 2 Nf3 Nf6 3 Nc3 e6 4 g3 b6 5 Bg2 Bb7
6 0-0 Be7 7 d4 cxd4 8 Qxd4 d6 9 e4 a6 10 Qe3 0-0
11 Nd4 Nc6 12 Nxc6 Bxc6 13 Rd1 Qc7 14 Qe2 Rfc8 15 Bf4
Ne8 16 Rac1 Qb8 17 a4 Ra7 18 f3 Rb7 19 Bf1 Nf6
20 Qd2 Rd8 21 b3 Qa8 22 Qf2 d5 23 cxd5 exd5 24 e5
Bc5 25 Be3 d4 26 Bxd4 Rxd4 27 Rxd4 Rd7 28 Ne2 Bxf3
29 exf6 Bxe2 30 Rxc5 Rxd4 31 Rc2 Bd1 32 Qxd4 Bxc2
33 Qxb6 a5 34 Bc4 gxf6 35 Qxf6 Bg6 36 h4 Qe4 37 Qc3
h5 38 Kh2 Kh7 39 Bf1 Qb1 40 Bg2 Qf5 41 b4 axb4
42 Qxb4 Qc2 43 a5 Bd3 44 Qb7 Resigns.

Game No. 62 Andersson-Stean English Opening

A characteristic victory by the Swedish grandmaster. Andersson firmly blockaded an isolated queen's pawn to reach a position with a minimal but lasting advantage. Stean conceived a curious plan of attack against the white Q-side pawns, eventually winning a pawn but leaving his pieces in no position to cope with a concerted attack on the other wing.

1 c4 e5 2 g3 Nf6 3 Bg2

3 Nc3 is generally preferred to meet 3...c6 with 4 Nf3 e4 5 Nd4.

3 ... c6

The difference here is that 4 Nf3 e4 5 Nd4 d5 6 cxd5 can now be met by 6...Qxd5! with a good game for Black.

4 d4!? exd4 5 Qxd4 d5 6 Nf3 Be7 7 cxd5 cxd5
8 0-0 Nc6 9 Qd1 0-0

The position is now very similar to that reached from the Tarrasch Defence to the Queen's Gambit.

10 Be3 Bg4

10...Re8 is the most flexible move, but this aggressive bishop development is also fully playable.

11 Nd4 Qd7

Black is now considerably ahead of a line in the Tarrasch: 1 d4 d5 2 c4 e6 3 Nf3 c5 4 cxd5 exd5 5 g3 Nc6 6 Bg2 Nf6 7 O-O Be7 8 Be3 cxd4 9 Nxd4 O-O. Andersson evidently enjoys the structure of the position and does not mind losing a couple of moves to reach it.

12 Nd2 Bh3 13 N2f3 Bxg2 14 Kxg2 Ne4

Using his extra time to exchange the white-squared bishops, Black has an equal position. An alternative, more aggressive plan was to leave the bishop on g4 while placing rooks on e8 and c8.

15 Rac1 Rfc8?

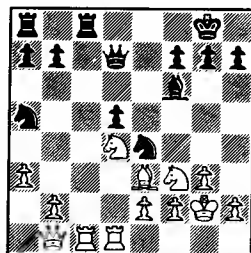
This rook simply does not belong on c8. Black must have feared White's Qa4, but 15...Bf6 16 Qa4 Rac8 is quite satisfactory. In certain circumstances Black needs a rook on e8 or d8; playing Rfc8 denies both of these possibilities.

16 Qd3 Nb4

Another move which is hardly in the spirit of the position. 16...Bf6 is still correct in order to put some pressure on d4.

17 Qb1 Bf6 18 a3 Nc6 19 Rfd1 Na5?!

Superficially attractive, heading for the weak square at c4, but Andersson finds a fine way to underline White's positional advantage.



20 Rxc8+ Rxc8 21 Nc2!

A fine manoeuvre, freeing d4 for the bishop as well as threatening 22 Nb4 with an attack on the d-pawn.

21 ... Qa4

Stein plays this whole game as though unwilling at any cost to be forced onto the defensive. This move begins an unusual conception aiming to win the white a- and b-pawns, but leaving the rest of the board at the mercy of White's pieces.

22 Nb4 Bxb2 23 Rxd5

23 Qxb2 would leave the rook on d1 unprotected.

23 ... Bxa3 24 Qxe4 Bxb4

24...Qxb4 would lose to 25 Qf5! attacking the rook on c8 and threatening the knight on a5.

25 Qg4!

Now the threats are 26 Qxc8+ and 26 Bh6 g6 27 Qd4, with a mating attack.

25 ... Qc6 26 Rg5 Bc3

The bishop manages to defend a5 and g7 as well as removing itself from attack, but the time has come for Black's ramshackle structure to give way.

27 Rc5! Qxc5 28 Bxc5 Rxc5 29 Qd7

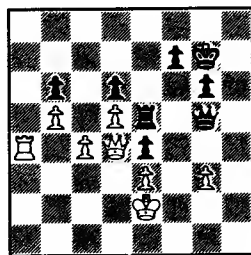
Black must lose more material and his Q-side pawns offer insufficient counterplay. 29...g6 30 Ng5! wins immediately for White. Stein was now in bad time trouble, so the remaining moves contain further, by now irrelevant errors.

29 ... h6 30 Qe8+ Kh7 31 Qxf7 b5 32 Qxa7 Rc4 33 Qb6 b4 34 Qxa5 b3 35 Qd5 Resigns.

Game No. 63 Gheorghiu-Larsen
Queen's Indian Defence

Larsen complained during the tournament that the hotel staff persistently ignored his 'Do Not Disturb' sign and woke him too early. Certainly sleepiness could account for his play after the first adjournment in this game. After forty moves, Black had a clear, if not winning, advantage. The next session saw Larsen forcing the white king into safety, shepherding a passed pawn home.

1 d4 Nf6 2 c4 e6 3 Nf3 Bb4+ 4 Bd2 a5 5 g3 b6
6 Bg2 Bb7 7 O-O Na6 8 Bg5 Be7 9 Bxf6 Bxf6 10 Nc3 O-O
11 e4 d6 12 Qd2 g6 13 Rad1 Bg7 14 Rfe1 Qe7 15 e5
Rad8 16 Qe2 Rfe8 17 exd6 cxd6 18 Nh4 Bxg2 19 Nxg2
Qb7 20 Ne3 Nc7 21 a4 h5 22 Nb5 Nxb5 23 axb5 Ra8
24 b3 Rec8 25 Qf1 a4 26 bxa4 Rxa4 27 d5 e5 28 Ra1
Rxa1 29 Rxa1 Bh6 30 Nc2 Qc7 31 Ra4 Kg7 32 Qd3 h4
33 Kg2 hxg3 34 hxg3 Bg5 35 Kf1 Qd7 36 Qf3 Re8
37 Ne3 e4 38 Qg4 Qe7 39 Qd1 Bxe3 40 fxe3 Qg5 41 Qd4+
Re5 42 Ke2 (sealed move)



42 ... Qxg3 43 Kd2 f6 44 Ra7+ Kh6 45 Ra1 Qf3 46 Qxb6
Rh5 47 Kc3 Rh3 48 Kb4 Qf2 49 Ra3 Qb2+ 50 Ka4 Qc2+
51 Ka5 Qd2+ 52 Ka6 Qb4 53 Ra5 Kg5 54 c5 Rh8 55 Qc6
Rd8 56 b6 dxc5 57 b7 c4 58 Rb5 (sealed) Qa3+ 59 Kb6
f5 60 Qc5 Resigns.

ROUND 10

Monday 21 April

64.	Sax (5)	$\frac{1}{2}-\frac{1}{2}$	Sosonko (6)
65.	Miles (5 $\frac{1}{2}$)	$\frac{1}{2}-\frac{1}{2}$	Korchnoi (6)
66.	Speelman (4 $\frac{1}{2}$)	1-0	Short (1 $\frac{1}{2}$)
67.	Nunn (3 $\frac{1}{2}$)	0-1	Timman (4 $\frac{1}{2}$)
68.	Stean (3)	0-1	Ljubojevic (5)
69.	Browne (4)	0-1	Gheorghiu (5)
70.	Larsen (3 $\frac{1}{2}$)	0-1	Andersson (6)

Andersson takes the lead! Larsen played a deep and quiet game with a great deal of manoeuvring, then suddenly blundered away a pawn. Miles played with great care against Korchnoi, Sosonko and Sax drew quickly, so the Swede was alone at the top. Leading scores were now: Andersson 7, Sosonko and Korchnoi 6 $\frac{1}{2}$, Miles, Gheorghiu and Ljubojevic 6.

Game No. 64 Sax-Sosonko
Sicilian Defence

The Hungarian adopted a rather prefabricated system against Sosonko's Dragon. Black secured a very comfortable game with some ease. Then they decided to stop.

1 e4 c5 2 Nf3 d6 3 d4 cxd4 4 Nxd4 Nf6 5 Nc3 g6
6 f4 Nc6 7 Nf3 Bg7 8 Bd3 Qb6 9 h3 e5! 10 fxe5 dxe5
11 Qe2 0-0 12 Qf2 Drawn.

Game No. 65 Miles-Korchnoi
English Opening

Earlier in the tournament against Sosonko and Speelman (Games 28 and 37) Korchnoi had shown a preference for steady rather than risky play with the black pieces.

Here too he looked unambitious and Miles's circumspection earned half a point.

1 Nf3 Nf6 2 c4 b6 3 g3 Bb7 4 Bg2 e6 5 0-0 Be7
6 b3 c5 7 Bb2 0-0 8 e3 d6 9 Nc3 Nbd7 10 d4 Ne4
11 Qe2 Ndf6 12 Rfd1 Nxc3 13 Bxc3 Qc7 14 Rac1 Rac8
15 Nd2 Bxg2 16 Kxg2 Qb7+ 17 Qf3 Qxf3+ 18 Kxf3 Rfd8
19 e4 d5 20 cxd5 exd5 Drawn.

Game No. 66 Speelman-Short
Nimzo-Indian Defence

A scrappy game of great interest and many errors. Nigel played an extraordinary idea in the opening which looked far too artificial to be good. Speelman replied with an ambitious refutation attempt which let Black crawl out with equality. The advantage continued to lurch to and fro until Black looked better. Then a final blunder gave the point to Speelman.

1 d4 Nf6 2 c4 e6 3 Nc3 Bb4 4 e3 a6?!

A move such as this, before the pawn structure has become more clarified, is hardly justifiable. The two circumstances under which it becomes useful are either when Black plays a later d5 and dxc4 (when a6 supports b5), or if Black plays c5, met by d5, and White answers exd5 by cxd5; then again a6 supports a quick b5. Also, incidentally, 5 Nge2 could be met by the immediate 5...b5!

5 Nf3 c5 6 Bd3 0-0 7 0-0 Nc6 8 d5!?

Rather than continue quietly with 8 Qe2 or 8 Bd2, leaving the a6 pawn wondering why it is there, Speelman tries immediately for more. The decision ought to be correct, but his follow up is dubious.

8 ... Ne7 9 d6?

Simply 9 e4 would have left White with a clear advantage. This is too ambitious.

9 ... Ng6 10 Ne2

Continuing the idea of the previous move; Black's bishop on b4 is left out on a limb.

10 ... b5!

A bid for freedom which begins Black's fight back.

11 a3 Ba5 12 b4

12 cxb5 Qb6 would give Black a great deal of play for the pawn (12...axb5 13 Bxb5 Bb7 is also not bad). Speelman's vigorous move is consistent with his previous play, but does not appear to give White any advantage.

12 ... Bb6!

After 12...cxb4 either 13 cxb5 or 13 c5!? would leave Black in trouble.

13 cxb5 axb5 14 Bb2 c4 15 Bc2 Nd5 16 e4 Ndf4
17 Nxf4 Nxf4 18 Qd2 Ng6

Black has done well to create some room for his pieces. Now White begins to fight again for the initiative.

19 a4! bxa4 20 Qc3 f6 21 Rfe1

Removing the rook from the a6-f1 diagonal. 21 Qxc4 Ba6 22 b5 Rc8 would have been good for Black.

21 ... Nf4!

Now introducing possibilities of Nd3 into the position.

22 Qxc4 Ba6 23 b5 Rc8 24 Qxa4 Bxb5 25 Qxb5 Rxc2
26 Bd4 Rc6 27 g3!

Setting Black problems; 27...Bxd4 28 Nxd4 Rxd6 29 Qc5! wins material.

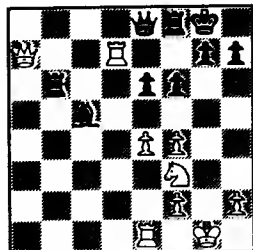
27 ... Rxd6?!

27...Nh3+ 28 Kg2 Ng5 was also worth consideration.

28 gxf4?

Why this? 28 Ra6! leaves Black in trouble.

28 ... Bxd4 29 Rad1 Rb6! 30 Qa4 Bc5 31 Rxd7 Qe8
32 Qa7



Now after 32...Rf7 Black stands somewhat better. There is nothing wrong with the move Nigel plays, except that it is the beginning of a two move losing combination.

32 ... Qg6+ 33 Kf1 Qg4?? 34 Ng5!

Cutting the queen off and leaving g7 unprotectable.

Black resigned.

Game No. 67 Nunn-Timman Ruy Lopez

A poor game by John Nunn. His K-side attacking ambitions were easily contained by Timman, who countered in the centre. Nunn opened the game with 22 d4, but this too reacted to Black's advantage. The white pieces became tangled and he had to lose two minor pieces for a rook. The finish was pretty.

1 e4 e5 2 Bc4

Despite Nunn's refusal to play a Ruy Lopez, the position eventually transposes into that opening.

2 ... Nf6 3 d3 Nc6

3...c6 is also recommended here in order to keep the

possibility of ...d5 gaining central space.

4 Nf3

Not really in the spirit of the Bishop's Opening. 4 Nc3 is more usual, leaving the f-pawn free to advance if White chooses. Nunn likes these slow Giuoco Piano positions and normally only utilises the Bishop's opening for its transpositional possibilities.

4 ... Be7 5 0-0 d6 6 c3 0-0 7 Nbd2

7 Bb3 is more flexible, ensuring that White can retain the bishop with Bc2 if necessary.

7 ... Na5! 8 Bb5

With knights on c3 and e2 White is happy to allow the capture of the bishop on c4, relying on dxc4 to give strong white square control. In the present position, however, White must retain the bishop.

8 ... a6 9 Ba4 c5 10 Re1 b5 11 Bc2 Nc6

We have now reached an old line of the Ruy Lopez with White playing d3 instead of the normal d4. This has long been considered relatively harmless. The present game confirms that opinion.

12 Nf1 Re8 13 Ne3 Bf8

Black must take care not to allow an unpleasant d4 by White before his pieces are well enough developed. 13...d5 14 exd5 Nxd5 15 Nxd5 Qxd5 16 d4! (Alekhine-Eliskases, Podebrady 1936), or 13...Be6 14 d4! are both very uncomfortable for Black.

14 a4

A normal Lopez move, but White does not have much prospect of a Q-side initiative. I prefer 14 h3.

14 ... Bb7 15 Nf5 Ne7 16 N3h4 Ng6

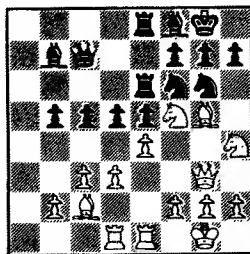
Teschner-Filip, Helsinki 1952, continued 16...Nxf5 17 Nxf5 d5, with equal chances. Timman's move keeps the

position more complex.

17 Bg5 d5! 18 Qf3 Re6

Black must defend against the threat of 19 Nh6+.

19 Qg3 Qc7 20 Rad1 Rae8 21 axb5 axb5



Black's central pawns and possibilities of altering the structure by advancing the c- or d-pawn give him the advantage; Nunn's next move is an attempt to fight back which does not turn out well.

22 d4? dxe4

Better than 23...Nxe4 24 Bxe4 dxe4 25 d5, when White would stand better.

23 Bxf6 Rxf6 24 Bxe4 Bxe4 25 Rxe4 Qc8!

A move which White must have underestimated when playing 22 d4. White has no satisfactory defence to the threat of 26...Rxf5. 26 Ne3 Rf4! or 26 Nxc6 Qxf5 loses material for White, while 26 Qg4 Nxh4 27 Nxh4 Qxg4 28 Rxg4 exd4 29 cxd4 c4 gives Black a winning endgame. Nunn tries to complicate by giving up both knights for rook and pawn.

26 dxe5 Rxf5 27 Nxf5 Qxf5 28 Rde1 Rd8 29 Qe3 c4

With both minor pieces potentially very active Black must now win comfortably. The immediate threat is 30...Bc5! 31 Qxc5 Qxe4.

30 e6 fxe6 31 Rxe6 Bc5 32 Re8+ Kf7! 33 Qe6+ Qxe6

34 R8xe6 Nf4 35 Rc6 Nd3 36 Rc7+ Kg8 37 Re2 Nf4
38 Re1 Bxf2+! 39 Resigns.

39 Kxf2 Nd3+ 40 Kf1 Rf8+ 41 Ke2 Re8+ wins the rook.

Game No. 68 Stean-Ljubojevic English Opening

White had a good position from the opening but played the early middlegame too hesitantly. Ljubojevic crushed through with a most impressive attack.

1 c4 e5 2 Nc3 Nc6 3 g3 d6 4 Bg2 Be6 5 d3 Qd7
6 Rb1 Nge7

A Ljubojevic special against the English. Usually this variation is associated with an early g6 and Bg7. Ljubojevic's idea is to delay g6 in order to retain the option of playing d5 against an early advance of the white b-pawn.

7 b4

7 Nd5 is met by 7...Nd8 followed by c6. That is one of the reasons why Black does not play a5 to delay White's b4. With the a-pawn moved, a white knight at d5 cannot be attacked with c6 owing to the reply Nb6.

7 ... d5!? 8 b5 Nd8

Now after 9 cxd5 Nxd5 Black has an equal position. The bishop will develop on its natural diagonal rather than on g7.

9 Qb3 d4 10 Ne4 Ng6 11 h4 h5 12 Nf3?!

Rather slow; 12 Ba3, continuing with the Q-side play, looks better for White.

12 ... a6!

An excellent move, fighting back on the Q-side and making White's play on that wing far more difficult to organise.

13 a4

13 b6 c5 would close the Q-side and leave Black with the advantage on the opposite wing.

13 ... axb5 14 axb5 Be7

The result of the pawn exchange is that Black's rook controls a3, preventing the white bishop moving to that square.

15 Bd2 Bf5

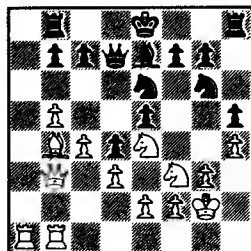
Intending to meet 16 Bb4 with 16...Bxe4 17 dxe4 Ne6 or simply 16...Ne6 at once.

16 0-0 Bh3!

Now that White has at last castled, Black can get on with his plan of a K-side attack.

17 Ra1 Rb8 18 Bb4 Bxg2 19 Kxg2 Ne6 20 Rfb1?

This adds nothing to White's position. 20 Bxe7 Qxe7 21 Qa3 would have been better. Now the Black attack really has time to get going.



20 ... f5! 21 Ned2 0-0 22 Bxe7 Qxe7

Black's huge centre and breakthrough possibilities with e4 or f4 make his position far superior. The elegance and speed with which Ljubojevic handles the final attack are most impressive.

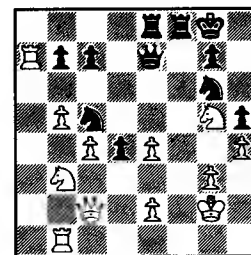
23 Qc2 Rbe8 24 Ra7 Nc5 25 Nb3 e4! 26 Ng5

26 Nfxd4 f4! or 26 dxe4 Nxb3 27 Rxb3 fxe4, when 28 Nxd4 is met by 28...Qc5, would give Black a winning attack in either case. But the knight on g5 does not hold up matters long.

26 ... f4!

The pawn mass marches onwards, opening lines to the white king.

27 dxe4 fxg3 28 fxg3



28 ... Nxh4+!

A fine combination, exposing the poor positions of the white men. Nothing can return to help the besieged king.

29 gxh4 Qd7!

The threat is 30...Qg4+ 31 Kh1 Rf2 (or 31...Qxh4+).

30 Nf3 d3!

Removing the support from the knight. 31 exd3 Qg4+ is immediately fatal.

31 Qd2 Qg4+ 32 Resigns.

32 Kf1 Rxe4 and the defence can hold no longer.

Game No. 69 Browne-Gheorghiu
Benoni Defence

After some bad accidents in the middle rounds of the tournament, Gheorghiu came back to form in today's game. The opening favoured White, but Browne seemed unable to decide on a plan. Gheorghiu utilised the potential of his position excellently and the white position collapsed with astounding rapidity.

1 d4 Nf6 2 Nf3 c5 3 d5 g6 4 Nc3 Bg7 5 e4 0-0!?

5...d6 is the normal move here, but Browne likes the reply 6 Bb5+ when 6...Nbd7 denies Black the possibility of developing his knight on a6. Gheorghiu's move challenges White to play 6 e5 Ng4 7 Bf4, when 7...d6 appears to be quite satisfactory.

6 Nd2

6 Be2 looks more natural but perhaps Black might then consider 6...b5!? 7 e5 Ng4 8 Bf4 b4 9 Ne4 d6 10 exd6 exd6, though it looks untrustworthy.

6 ... d6 7 Be2 Na6 8 0-0 Nc7 9 a4 b6 10 Nc4 Ba6

10...Bb7 is more usual in order to forestall e5 by keeping pressure on the white d-pawn.

11 Re1

11 Bf4 Rb8 12 b3! Nd7 13 Qd2 was the more straightforward continuation, played in the game Smyslov-Schmid, Helsinki 1952. It seems a little early to commit the white rooks. One possible plan for White is a K-side attack with Bh6 and f4 and f5, when a rook on the f-file is useful.

11 ... Nd7 12 Ra3

An interesting way to develop this piece. Browne uses the rook to restrain the black Q-side while maintaining the possibility of switching it to h3 for a K-side attack.

12 ... Rb8 13 Rb3

Odd looking, but very effective in preventing Black's plan of forcing b5. Now, after 13...Bxc4 14 Bxc4 a6 15 Qe2 Black will never be able to play that move.

13 ... Ne5 14 Nxe5 Bxe2 15 Qxe2 Bxe5 16 Nb5

Continuing the plan of Q-side restraint. 16 Bh6 was a good alternative.

16 ... Rb7 17 f4

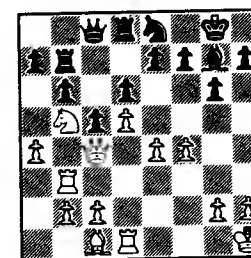
Here too I prefer the more direct 17 Bh6. Curiously, White never really manages a convincing continuation of the aggression begun with 17 f4.

17 ... Bg7 18 Rd1

Preparing e5, though this turns out very badly when it is finally played. 18 f5 looks a better attacking try.

18 ... Qc8 19 Qc4?! Rd8 20 Kh1 Ne8!

A fine retreat preparing the following Q-side advance which decides the game. White could have avoided all such trouble with 19 c4, but it appears that he only now began to realise the possibility of trouble.



21 h3 a6! 22 Nc3?

This results in the white pieces getting into the most horrible tangle. 22 Na3 would have been better.

22 ... Nc7 23 Qe2 Qb8

Black's back-rank strategy is beginning to work.

Nothing can now prevent ...b5.

24 e5?

A desperate bid for the initiative, but that is long lost. Defensive measures such as 24 Nb1 would have been more in order.

24 ... b5! 25 axb5 axb5 26 Ne4

To give the rook some room after ...c4, but now the centre pawns have insufficient protection.

26 ... c4 27 Rf3 dxe5 28 Nc5 Ra7 29 fxe5 Rxd5

White's proud centre has collapsed. All that remains are the mopping up operations.

30 Rxd5 Nxd5 31 e6 f5 32 Rf1 Ra1 33 Rd1 Qg3!

Threatening 34...Be5.

34 Nd7 h5 35 c3 Kh7 36 Bg5

Losing another pawn, but White's game was hopeless.

36 ... Nxc3! 37 bxc3 Rxd1+ 38 Qxd1 Qxg5 39 Qd5
Qe3 40 Qxb5 Qxe6

Reaching the time control, Browne stopped and counted the pawns.

White resigned.

Game No. 70 Larsen-Andersson English Opening

The most soporific game of the tournament. But it was Larsen who fell asleep and lost a pawn just before the end of the first session.

1 c4 Nf6 2 g3 e6 3 Bg2 d5 4 Nf3 dxc4 5 Qa4+
Nbd7 6 Qxc4 c5 7 0-0 a6 8 Qc2 b5 9 b3 Bb7 10 Bb2
Be7 11 Nc3 0-0 12 Rad1 Qb6 13 d3 Rfd8 14 Rd2 Nb8

15 Qb1 Nc6 16 e3 h6 17 Rfd1 Rac8 18 Ne2 Qa7 19 a3
Qa8 20 Ne1 Nb8 21 Bxb7 Qxb7 22 Rc2 Nbd7 23 Qa1 Bf8
24 Rdc1 Nh7 25 Nf4 Nh6 26 h3 Ne8 27 Bc3 Nb6 28 Ba5
Nf6 29 b4 Nfd7 30 Qa2 Re8 31 bxc5 Rxc5 32 Rxc5 Nxc5
33 Ne2 Nca4 34 Bb4 Bxb4 35 axb4 Nd5 36 Qd2 Qe7
37 Nc2 Rc8 38 Rb1 e5 39 e4 Nf6 40 Ne3? Qd7 41 f3 Rd8
42 Rc1 Qxd3 43 Qxd3 Rxd3 44 Kf2 Nb2 45 Rc8+ Kh7
46 Rc7 Rd7 46 Rxd7 Nxd7 48 Nd5 Nb8 49 f4 Nc6 50 Ke3
Nd1+ 51 Kf3 Nb2 52 Ke3 Nc4+ 53 Kd3 f6 54 f5 h5
55 Nc1 Nd4 56 Nc7 a5 57 bxa5 Nxa5 58 Na2 Nb7 59 Nb4
Nc5+ 60 Ke3 Kg8 61 Nba6 Nxa6 62 Nxa6 Kf7 63 Nb4 Ke7
64 g4 h4 65 Nd3 Kd6 66 Kf2 Nc6 67 g5 fxg5 68 Kf3 Ke7
69 Kg4 Kf6 70 Kh5 b4 71 Nc5 Nb8 72 Nb3 Nd7 73 Kg4 g6
74 Resigns.

ROUND 11

Tuesday 22 April

71.	Short (1½)	½-½	Stein (3)
72.	Gheorghiu (6)	0-1	Miles (6)
73.	Sosonko (6½)	1-0	Nunn (3½)
74.	Ljubojevic (6)	0-1	Larsen (3½)
75.	Timman (5½)	½-½	Speelman (5½)
76.	Korchnoi (6½)	1-0	Sax (5½)
77.	Andersson (7)	1-0	Browne (4)

Earlier in the tournament Miles had won four consecutive games. This round Andersson outdid him by registering his fifth win in a row. Korchnoi, Miles and Sosonko also won, thus maintaining the challenge for first place, but Gheorghiu and Ljubojevic dropped behind the leading group. Now there were just four still with real chances to win the tournament. Leading scores: Andersson 8, Sosonko and Korchnoi 7½, Miles 7.

Game No. 71 Short-Stein Sicilian Defence

Two players languishing at the wrong end of the table, happy to share the point. Short secured a solid position from the opening and Stein was not inclined to push his luck.

1 e4 c5 2 Nf3 d6 3 Bb5+ Bd7 4 Bxd7+ Nxd7 5 c4 Ngf6 6 Nc3 a6 7 0-0 g6 8 d4 cxd4 9 Nxd4 Rc8 10 Qe2 Bg7 11 Nc2 0-0 12 Bd2 Re8 13 Rad1 Drawn.

Game No. 72 Gheorghiu-Miles Queen's Indian Defence

A disaster for Gheorghiu who can rarely have played

so badly with the white pieces. His play to win a pawn at moves 22 and 23 is pure suicide.

1 d4 Nf6 2 c4 e6 3 Nf3 b6 4 Nc3 Bb4 5 Bg5

Once again this popular line. See Games 12, 17 and 49 for other examples.

5 ... h6 6 Bh4 g5 7 Bg3 Ne4 8 Qc2 Bb7 9 e3 Bxc3+ 10 bxc3 Nxg3

A simple and logical continuation which avoids the problems of Gheorghiu-Speelman (Game No. 49).

11 hxg3 Nc6!?

Unusual at this stage; 11...d6 has commonly been played first, often developing the knight at d7.

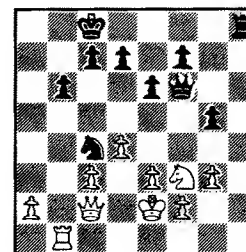
12 Rb1?!

12 Nd2! is the standard recipe when Black develops his knight to c6. The white knight heads for b3 to support c5 or a4-a5. 12 g4!? was another possibility.

12 ... Qe7 13 c5 h5! 14 Be2 Na5 15 Nd2

15 0-0 h4 is too dangerous for White. With the move played Gheorghiu hopes for some simplification. Clearly he is not happy with his opening.

15 ... Bxg2 16 Rxh5 0-0-0 17 cxb6 axb6 18 Rxh8 Rxh8 19 Bf3 Bxf3 20 Nxf3 Qf6 21 Ke2 Nc4



22 Qa4?

White simply overlooked the reply! As a result his queen now finds herself stranded too far away to provide necessary defence. Instead 22 Nd2, while still leaving White somewhat worse, should be enough to draw; 22... Na3? would then lose to 23 Qa4, with a mate threat on a8.

22 ... d5 23 Nxb5

A combination born of desperation. White's position has become so bad that he thought he might at least have a pawn for it.

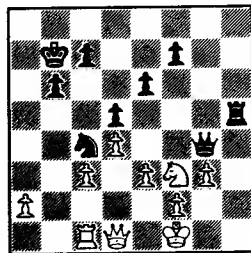
23 ... Kb7

Calmly sidestepping trouble. 23...Qxb5? would have lost a rook to 24 Qa8+.

24 Nf3 Qf5! 25 Rcl Qg4!

At last the white square weaknesses prove decisive. The pin cannot be broken and Black threatens to win with Rh5 and Rf5.

26 Qd1 Rh5 27 Kf1



27 ... Rh1+

There was another elegant win with 27...Nd2+! 28 Qxd2 Qxf3 or 28 Nxd2 Rh1+.

28 Ng1 Nxe3+! 29 fxe3 Qxg3 30 Ke2 Rh2+ 31 Resigns.

31 Kd3 Qg6+ mates next move.

Game No. 73 Sosonko-Nunn
Modern Benoni Defence

A bad piece of propaganda for the Modern Benoni. A couple of too casual developing moves and Black was given no chance to recover.

1 d4 Nf6 2 c4 c5 3 d5 e6 4 Nc3 exd5 5 cxd5 d6 6 Nf3 g6 7 g3

While most grandmasters still prefer 7 e4 and 8 Be2 and some like lines with Bg5, Sosonko sticks to this old quiet system. White develops slowly, leaving the central push until later.

7 ... Bg7 8 Bg2 0-0 9 0-0 Qe7

A reliable line according to my books on the Benoni. Perhaps it is time to think about changing my opinion. 9...Re8 or 9...a6 are more common than this plan to control e5.

10 Re1!?

Apparently a new move here, though Korchnoi has played 10 Nd2 Nbd7 11 Re1.

10 ... a6

10...Ne4!? looks a better challenge to White's unusual tenth move. After 11 Nxe4 Qxe4 the exchange of knights gives Black more room for his minor pieces.

11 a4 Nbd7 12 e4!

The point of 10 Re1. This move is almost always good in the g3 line if Black cannot reply with Bg4 and exchange the knight on f3. Now a central break with e5 is a permanent threat to Black's game.

12 ... Rb8 13 Bf1!

Revealing another point of 10 Re1. White can retreat the bishop to prevent b5.

13 ... Re8?

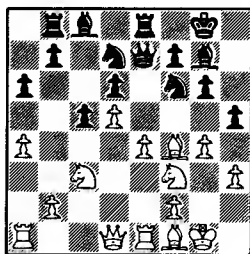
After this move Black is always in difficulties. 13... Ne8 was better to improve Black's control of e5.

14 h3 Nh5

A thematic Benoni idea, but here it just loses more time.

15 g4 Nhf6 16 Bf4 h5

Stubbornly continuing with his theme, but 16...Qf8 was now essential to prevent what follows.



17 e5! dxe5 18 Nxe5

The e-file and f4-b8 diagonal have been prised open. 18...Nxe5 19 Rxe5 wins material. Black is already quite lost.

18 ... Qf8 19 Nc4!

19 Nxd7 Bxd7 20 Bxb8 Rxe1 21 Qxe1 Qxb8 would leave Black still with a great deal of fight in his position.

19 ... Ra8 20 Bd6 Rxe1 21 Qxe1 Qe8

21...Qd8 22 Be7 is no great improvement.

22 g5! Qxe1 23 Rxe1 Nh7 24 Re8+ Bf8

Black's position is a ghastly picture of immobility. Fortunately the end is close.

25 Bxf8 Nxf8

The other knight must guard b6.

26 Nd6 Nb6 27 a5 Bd7 28 Rxa8 Nxa8 29 Nxb7

A pawn drops at last, but it is only the first of many.

Black resigned.

Game No. 74 Ljubojevic-Larsen Sicilian Defence

A most unusual game. Larsen obtained a very difficult position from the opening: White's attack looked far stronger than Black's. The Dane defended as well as possible and put several problems to his opponent. Finally Ljubojevic missed the strongest continuation and began to find himself short of time. Larsen then began a remarkable plan, counterattacking on the same wing as Ljubojevic's attack. The complications were too much for White to handle and his position fell apart.

1 e4 c5 2 Nf3 e6 3 d4 cxd4 4 Nxd4 Nf6 5 Nc3 d6 6 g4 Be7

Typically, Larsen plays something different from the usual 6...h6, 6...a6 or 6...Nc6.

7 g5 Nfd7 8 h4 a6 9 Bh3 Ne5

Preventing White's intended 10 Bxe6.

10 f4 Nec6 11 f5

Both players agreed after the game that it is also good for White to retain pieces on the board with 11 Nde2.

11 ... 0-0 12 Be3 Nxd4 13 Qxd4 Nc6 14 Qd2 b5

The White attack looks very dangerous, but Black has no weaknesses and White still has to organise a breakthrough.

15 Qg2 Re8

Necessary; 16 f6 was threatened. The bishop can now retreat to f8.

16 0-0-0 b4 17 Na4 Rb8 18 b3 Bf8 19 f6 Rb5!

An important defensive move.

20 Rhf1?

The first sign of hesitancy in the attack. 20 h5! is considerably more dangerous.

21 ... Bb7 21 h5 Ne5

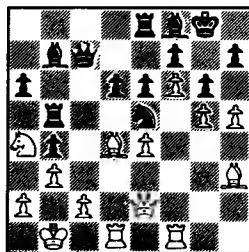
Defending both g6 and f7 against the threat of a breakthrough with g6.

22 Bd4 Qc7 23 Kb1

After 23 Bxe5 Rxe5 24 g6 Black plays simply 24... Bxe4 and it is White who is in trouble.

23 ... g6 24 Qe2?

White should have played 24 hxc6, though Black's next move is difficult to foresee and perhaps even more difficult to believe.



24 ... gxh5!!

Perhaps my favourite move of the whole tournament if only because I can hardly recall ever having seen anything quite like it before. Suddenly Larsen demonstrates that White is not really attacking on the K-side at all.

25 Bg2

Defending e4 to enable the queen to threaten h5.

25 ... Ng4 26 Qd2

White must defend the g-pawn.

26 ... Qa5 27 Rh1 h6!

Another move from the same mould as 24...gxh5. Instead 27...Rxc5? would have been met by 28 e5! attacking the rook on g5 and bishop on b7. Now 28 Rxc5 is met by 28...Rxc5.

28 e5 dxe5 29 Bb6

A fairly desperate attempt to keep the K-side attack alive.

29 ... Rxb6 30 Nxb6 Qxb6 31 Rxh5 Bxc2 32 Qxc2 Ne3! 33 Qg1 Nd5

The point of Black's previous knight move. Now 34 gxh6+ Qxc2 35 Rxc2+ Kh8! (not 35...Kh7? 36 Rg7+!) and 36 Rg7 is now met by 36...Nxf6.

34 Qxb6 Nxb6 35 gxh6 Nd5! 36 Rg1+ Kh8! 37 Rxe5 Nxf6 38 Ra5 Ra8 39 Rf1 Be7 40 c3?

Bringing a quick end, but the Black minor pieces must win eventually.

40 ... bxc3 41 Kc2 Rc8! 42 Resigns.

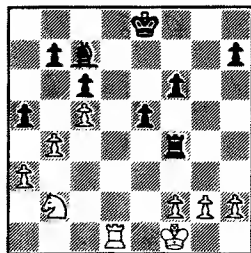
41 Rxa6 Nd5 threatens both 43...Ne3+ and 43...Nb4+.

Game No. 75 Timman-Speelman Caro-Kann Defence

The advantage in this game swayed to and fro without ever reaching decisive proportions, though coming quite close on occasion. Timman had a fine position from the opening but pushed his pawns too fast, overlooking the

move 19...Qf7! with its threat of 20...Rxc2+. Black then had a clear advantage and reached a better endgame. In time trouble, however, he played the superficially strong 31...a5? which resulted in the loss of a pawn. Fortunately the endgame was still tenable with accurate play. An interesting game throughout despite, or perhaps because of, the errors.

1 e4 c6 2 d4 d5 3 Nd2 dxe4 4 Nxe4 Nf6 5 Nxf6+ gxf6 6 Nf3 Bf5 7 Be2 e6 8 0-0 Qc7 9 c4 Nd7 10 d5 Rg8 11 Be3 Be4 12 dxe6 fxe6 13 Qd4 Rg4 14 Ne1 Bf3 15 Qd1 Bxe2 16 Qxe2 Rg6 17 Nd3 Bd6 18 Qh5 Nf8 19 c5? Qf7! 20 Qf3 Bc7 21 b4 e5 22 Qf5 Rd8 23 Rfd1 Qe6 24 Qh5 Qc4 25 Qf5 Ne6 26 Nb2 Rxd1+ 27 Rxd1 Qg4 28 Qxg4 Rxc4 29 a3 Nf4 30 Bxf4 Rxf4 31 Kf1 a5?



32 bxa5! Bxa5 33 g3 Rg4 34 f3 Rg7 35 Nc4 Bc7 36 Rb1 Bb8 37 Na5 Ba7 38 Nxb7 Rd7 39 Ke2 Ke7 40 a4 Ke6 41 a5 Rd4 42 Rd1 Rxd1 43 Kxd1 Kd5 44 a6 Kc4 45 g4 Kd3! 46 Nd8 Ke3 47 Nxc6 Bxc5 48 g5 fxg5 49 Nxe5 Ba7! 50 Ke1 Kf4 51 Nc6 Bb6 52 Ke2 g4 53 fxg4 Kxc4 54 Ne5+ Kh3 55 Kf3 h5 56 Ng6 Kxh2 57 Nf4 h4 58 Kg4 Kg1 59 Kxh4 Kf2 60 Kg4 Ba7 61 Nd5 Ke2 62 Nb4 Ke3 63 Nc6 Bb6 64 Kf5 Kd3 65 Ke6 Kc4 Drawn.

Game No. 76 Korchnoi-Sax
Benko Gambit

A powerfully played game by Korchnoi for the first twenty moves. Having won the exchange he then relaxed and allowed Sax to create considerable counterplay. The time scramble continued until move 44, and by then Sax's position had deteriorated again.

1 d4 Nf6 2 c4 c5 3 d5 b5 4 Nf3

One of the most straightforward methods of declining the Benko Gambit. Although we generally expect Korchnoi to take pawns that are offered to him, in the present game he prefers to avoid any sharp Hungarian theory. Better to leave the opponent to his own resources in a position where he is less comfortable.

4 ... bxc4

4...Bb7 is more common, when White must play 5 a4 if he wishes to force the capture on c4.

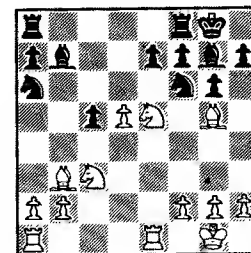
5 Nc3 g6 6 e4 d6 7 Bxc4 Bg7 8 e5!

White must disrupt the smooth strategy of Black's game. This pawn exchange leaves the white pawn on d5 stronger than Black's on c5.

8 ... dxe5 9 Nxe5 0-0 10 0-0 Bb7

Perhaps an inaccuracy. The game Balashov-Stein, Moscow 1971, continued 10...Nfd7!? 11 Nc6 Nxc6 12 dxc6 Nb6 13 Be2 Qc7 14 Bf3 Ba6 15 Re1 Rad8, with an eventual draw. As far as I know that is the only other master game in which 8 e5 has been played.

11 Qb3 Qb6 12 Re1 Na6 13 Bg5 Qxb3 14 Bxb3



White's advantage is clear. He has more space and Black has weaknesses at e7 and c5. The white d-pawn, though isolated, is easily protected and has a strong cramping influence.

14 ... Rac8 15 Nc4!

The resulting exchange of d-pawn for e-pawn loses material for Black, but how can he defend e7? 15...Re8 is met by 16 Ba4, while 13...Rc7 can be chased away with 16 Bf4 Rd7 17 Ba4. Note also that 15...Bxd5? loses a piece to 16 Bxf6. Perhaps 15...h6 was the best try.

15 ... Nxd5 16 Nxd5 Bxd5 17 Bxe7 Rfe8 18 Nd6

Winning the exchange, but Black now creates some counterplay.

18 ... c4 19 Nxe8 Rxe8 20 Ba4 Rb8 21 Bd6!

The black rook must stay on the back rank to defend against Re8+.

21 ... Rd8 22 Be5

White should now win very comfortably but for the next twenty moves Korchnoi allows Sax to create all sorts of counterplay.

22 ... Nc5 23 Bxg7 Kxg7 24 Bc2 Be6 25 Rad1 Rb8 26 Rb1 Kf6 27 Re3 a5 28 Kf1 a4 29 Ke1 Rd8 30 f4 Na6! 31 Bxa4 Nb4 32 Rd1 Ra8 33 a3 Rxa4

This gives better chances than 33...Nd3+ 34 R1xd3 cxd3 35 Bb5, when the ending is easily won for White.

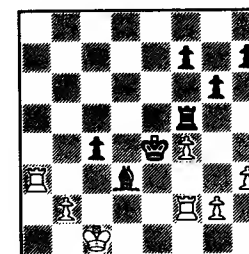
34 axb4 Rxb4 35 Rd2 Kf5 36 Rf3 Rb5 37 Re2 Kf6 38 Rfe3 Bf5 39 Ra3 Bd3 40 Rf2 Kf5 41 Kd1 Ke4 42 Kc1 Rh5

These moves were all played very quickly; had the players known that they had passed move 40, Sax might have stopped to think and played 42...Ke3, which makes White's win far more difficult.

43 h3 Rf5

(See next diagram)

44 Ra7!



This was the sealed move; play in the second session demonstrated that Korchnoi now has a clear technical win.

44 ... g5 45 g4 Rxf4 46 Re7+ Kd4 47 Rxf4+ gxf4 48 Kd2 f6 49 Re6 Bf1 50 Rxf6 Ke4 51 Rh6 Resigns.

Game No. 77 Andersson-Browne English Opening

A typical Andersson victory, demonstrating the value of patience. The game seemed for most of its length to be heading for a draw, but Browne was persuaded to make a series of apparently minor concessions until his position became sufficiently difficult to lose.

1 c4 c5 2 Nf3 Nf6 3 g3 b6 4 Bg2 Bb7 5 0-0 e6 6 Nc3 Be7 7 d4 cxd4 8 Qxd4 d6

The same opening line as in Larsen-Browne (Game No. 41) and Korchnoi-Browne (Game No. 61). Perhaps Browne thought it too unlikely that he would lose three games with the same opening.

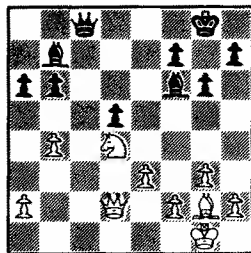
9 b3 0-0 10 Ba3 Na6 11 Rfd1 Nc5 12 Nb5 Nfe4 13 b4

An unusually vigorous plan for White. Its disadvantage lies in the unfavourable position of the bishop on a3.

13 ... Na4 14 Qe3 a6 15 Nd4 d5 16 Rac1 Bf6 17 Nd2 Nxd2 18 Qxd2 Qd7 19 cxd5 exd5 20 Bb2 Nxb2 21 Qxb2 Rac8

Black can be content with his position. Although the bishop on b7 is restricted, he does have the bishop pair to compensate for the isolated pawn. White's knight on d4 looks strong, but it is hard to find a way to improve the white position. This is, however, just the type of position which Ulf Andersson enjoys.

22 Qd2 Rxc1 23 Rxc1 Rc8 24 Rxc8+ Qxc8 25 e3 g6



Black ought really to be in little danger of losing such a position but, as Ulf has often shown, persistence on the white side can pay dividends.

26 Bf3 Qc4 27 Be2 Qc7 28 Kg2 h5 29 h4 a5
30 bxa5 bxa5 31 Bf3 Be5 32 Qb2 Bc6 33 Qc3 Bb7
34 Qb3 Bxd4

The first concession from Black, but 34...Qd7 35 Qb6 was uncomfortable.

35 exd4 Qc6 36 Qa3 Qc7 37 Qa4 Bc6 38 Qb3 Qb7
39 Qc3

The bishop ending is totally drawn since White's king has no entry. Keeping queens on the board is White's only chance to tempt an error.

39 ... Qb6 40 a3 Kf8 41 Qc1 Bd7 42 Qc5+

The second concession by Black: White is allowed to force a queen exchange under somewhat more favourable circumstances. With a passed pawn on c5, the ending becomes less clear.

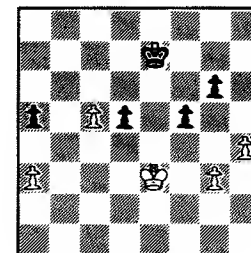
42 ... Qxc5 43 dxc5 Be6 44 Kf1 Ke7 45 Ke2 Bg4

And now a king and pawn ending; the alternative was 45...Kf6 followed by Ke5.

46 Bxg4 hxg4 47 f3! gxf3+ 48 Kxf3 f5!

Necessary to prevent g4 and h5, creating another passed pawn.

49 Ke3



49 ... Ke6 50 Kd3!

A neat triangulation. The natural 50 Kd4 a4! 51 c6 (51 Kc3 Kd7 52 Kb4 Kc6 53 Kxa4 Kxc5 54 Kb3 Kd4! 55 Kc2 Ke3 56 Kd1 Kf2 is also satisfactory for Black) 51...Kd6 52 c7 Kxc7 53 Kxd5 Kd7 gives Black a draw after either 54 Kc4 Kc6 55 Kb4 Kd5 56 Kxa4 Ke4 57 Kb3 Kf3 58 a4 Kxg3 59 a5 f4 or 54 Ke5 Ke7 55 h5 gxh5 56 Kxf5 Kd6 57 Kg5 Kd5 58 Kxh5 Kc4 59 g4 Kb3 60 g5 Kxa3 61 g6 Kb2 62 g7 a3 63 g8=Q a2.

Returning to the position of the diagram, we now see that Black should have played 49...a4! reaching the same lines. Instead White now has the important tempo move a4 himself. Now of course is already too late since 50...a4 51 Kd4 leads to immediate loss of the d-pawn.

50 ... Ke5 51 a4! d4

51...Kf6 52 Kd4 Ke6 53 c6 Kd6 54 c7 Kxc7 55 Kxd5 Kd7 56 Kc5 Ke6 57 Kb5 now wins for White.

52 c6 Kd6 53 Kxd4 Kxc6 54 Ke5 Kc5 55 Kf6 Kb4 56 Kxg6 Kxa4 57 h5 Resigns.

ROUND 12

Wednesday 23 April

78.	Browne (4)	$\frac{1}{2}-\frac{1}{2}$	Ljubojevic (6)
79.	Sax (5½)	$\frac{1}{2}-\frac{1}{2}$	Nunn (3½)
80.	Speelman (6)	1-0	Sosonko (7½)
81.	Larsen (4½)	1-0	Short (2)
82.	Miles (7)	1-0	Andersson (8)
83.	Korchnoi (7½)	$\frac{1}{2}-\frac{1}{2}$	Gheorghiu (6)
84.	Stean (3½)	1-0	Timman (6)

An extraordinary round which suddenly altered everything. Andersson's loss to Miles threw open the battle for first place. As if determined not to take advantage of the Swede's lapse, Sosonko suffered his first defeat at the hands of Speelman. Korchnoi, too, spoiled his chances by only drawing an overwhelming position. Continuing the surprises, Nunn played the wrong move by mistake in the opening ... and drew easily, while Stean scored his first win in a good game against Timman.

Game No. 78 Browne-Ljubojevic
Modern Benoni

Only an opening really.

1 d4 Nf6 2 Nf3 c5 3 d5 e6 4 c4 exd5 5 cxd5 g6
6 Nc3 Bg7 7 e4 0-0 8 Nd2 Re8 9 Be2 d6 10 0-0 Nbd7
11 Qc2 Ne5 12 b3 Nh5 13 Bxh5 gxh5 14 Bb2 Drawn.

Game No. 79 Sax-Nunn
Sicilian Defence

Theory says that 8...Bb7 is correct against 8 f4, with 8...Be7 best against 8 0-0. Nunn's finger slip, however, turned out well. White must look at 12 Bf4!? instead of

12 Bxc8 if he wants to improve this line.

1 e4 c5 2 Nf3 d6 3 d4 cxd4 4 Nxd4 Nf6 5 Nc3 a6
6 Bc4 e6 7 Bb3 b5 8 f4 Be7 9 e5 dxe5 10 fxe5 Nfd7
11 Bxe6 Nxe5 12 Bxc8 Qxc8 13 Bf4 Nbc6 14 Nxc6 Nxc6
15 0-0 0-0 16 Nd5 Ra7 17 Kh1 Rd8 18 Qf3 Qf5 19 Nxe7+
Nxe7 20 Qe3 Qd7 21 Bd6 Rb7 22 Qf3 Nd5 23 Bc5 Rc7
24 b4 Rc6 25 Qd3 Drawn.

Game No. 80 Speelman-Sosonko
Sicilian Defence

Jon Speelman started this game needing 1½ points from the last two rounds for his grandmaster norm. This result made it practically certain. Sosonko played one of his rare very bad games, losing practically without putting up a fight.

1 e4 c5 2 Nf3 d6 3 d4 cxd4 4 Nxd4 Nf6 5 Nc3 g6
6 g3

This quiet line has frequently been used by Speelman and Mestel to avoid the sharp, well-analysed lines of the Dragon. White's plan is to protect the e-pawn and play Nd5, increasing White's control of space and denying Black his usual counterplay.

6 ... Nc6 7 Nde2!

7 Bg2 Nxd4 8 Qxd4 Bg7 is comfortable for Black since White must lose time with his queen. From e2 the knight can come to f4 and d5.

7 ... Bg4

Black eases later congestion in his position by this exchange of bishop for knight, but the plan looks less natural than 7...Bg7 8 Bg2 0-0 9 0-0 Bd7 followed by Rc8. Another idea is 7...h5!? 8 h3 Bd7 9 Bg2 Qc8.

8 Bg2 Bxe2 9 Qxe2 Bg7 10 0-0 0-0 11 Nd5 Rc8
12 c3 Nxd5

A difficult move to understand in conjunction with Bg4

and Bxe2. Allowing the white pawn to capture on d5 increases the scope of the bishop on g2 and makes it hard for Black to regain lost space. 12...e6 was worth consideration.

13 exd5 Ne5 14 Bd2

White needs to play b3 and c4 to consolidate his space advantage, but first the c3 pawn needs defending.

14 ... Nc4 15 Be1 a6

15...b5 16 b3 Na3 looks more aggressive.

16 b3 Ne5 17 Bd2

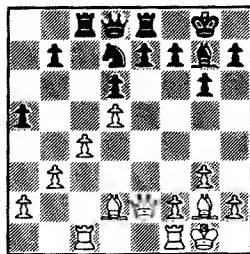
Connecting the rooks again and threatening 18 c4, which was impossible immediately because of the reply Nf3+.

17 ... Nd7 18 Rac1 Re8?

Too passive. 18...b5 is the only consistent continuation when White still has to work hard to obtain any advantage.

19 c4 a5?!

Black's play has undergone an extraordinary change of plan in the last last five moves. After starting with the correct idea of playing for b5 to contest Q-side space, Sosonko now switches to a black square blockade. This is fine if White decides to exchange black-squared bishops too early, but has the immense disadvantage of allowing White a free hand in expanding his space control.



20 Bh3!

The pin on the knight is most embarrassing. Black cannot play his rook to c7 without losing the a-pawn, so he is forced into a rather ungainly manoeuvre.

20 ... Ra8 21 Rfe1 Nc5 22 Bc3

A good moment to offer the exchange. If Black captures on c3, the white rook will be ready to treble on the e-file.

22 ... Qb6 23 Bxg7 Kxg7 24 Qb2+

24 Rc3 a4 would give Black some counterplay. After the move played White is ready to meet ...a4 with b4 driving Black further back.

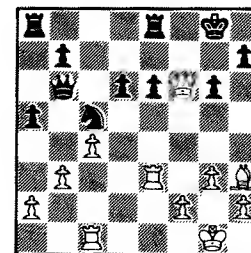
24 ... Kg8 25 Re3

Not 25 Rc3? Na4, winning the exchange.

25 ... e5

Sheer desperation, but White has total control and threats of Rce1 followed by Qe2, or even a3 followed by b4.

26 dxe6 fxe6 27 Qf6!



Now the e-pawn must drop since 27...e5 28 Bg2! has the deadly threat of Bd5+. After 28...e4 29 Qd4 Black's troubles are even worse.

27 ... Qd8 28 Bxe6+ Nxe6 29 Rxe6 Qxf6 30 Rxf6 Re2 31 Rd1!

Ensuring that both white rooks will play their part in the ending.

31 ... Rxa2 32 Rdx6 a4

Against slower play White just doubles rooks on the seventh rank with Rd7 and Rff7. The ending now has really no problems.

33 bxa4 R8xa4 34 Rf4 b5 35 Rd8+

35 cxb5? Rxf4 36 gxf4 Rb2 would give Black good chances of a draw. When White's rooks are so active he naturally wants to keep them on the board. Black could have resigned much sooner in what follows.

35 ... Kg7 36 Rd7+ Kh6 37 Rh4+ Kg5 38 Rd5+ Kf6 39 Rxb5 Rc2 40 Rf4+ Ke6 41 Rb6+ Ke5 42 Rb7 Raxc4 43 Re7+ Kd6 44 Rxc4 Rxc4 45 Rxh7 Ke6 46 Rh4 Rc2 47 Rf4 g5 48 Rf8 Rc5 49 Kg2 Ke7 50 Ra8 Kf6 51 Ra4 Rc8 52 h4 Resigns.

Game No. 81 Larsen-Short Caro-Kann Defence

An English opening transposed into an old Caro-Kann line. Short played the early middlegame in an interesting fashion, but seemed to run out of fight after move 20. His manoeuvre of 22...Ng6 and 23...Nxf4 very meekly gives White everything he wants. After that the white Q-side majority dominates the game and Black has no counterplay.

1 c4 c5 2 Nf3 Nc6 3 e3 Nf6 4 Nc3 e6 5 d4 cxd4 6 exd4 d5 7 Bg5 Be7 8 c5 0-0 9 Rc1 h6 10 Be3 Ng4 11 Bb5 Nxe3 12 fxe3 Bd7 13 0-0 a6 14 Ba4 f5 15 a3 Bf6 16 b4 g5 17 Qd3 Ne7 18 Bxd7 Qxd7 19 a4 g4 20 Ne1 Bg5 21 Qe2 Kh8 22 Nd3 Ng6 23 Nf4 Nxf4 24 exf4 Bf6 25 Qe3 Kg7 26 Rfd1 Kf7 27 Rd3 Rfe8 28 b5 axb5 29 axb5 Ra5 30 Rd2 Rea8 31 Rb2 h5 32 Rcb1 Ra3 33 Qd2 Qc7 34 b6 Qd7 35 Nb5 R6a4 36 Rb4 Rxb4 37 Qxb4 Ra2 38 Qb3 Ra5 39 Kf2 h4 40 Ke3 Kg6 41 Kd3 Bh8 42 Nc3 Qc8 43 Qb4 Qa8 44 c6 Qa6+ 45 Kc2 bxc6 46 b7 c5 47 Qb3 Bxd4 48 b8=Q Bxc3 49 Kxc3 Ra3

50 Kd2 Rxb3 51 Qxb3 d4 52 Ke1 c4 53 Qb6 Resigns.

Game No. 82 Miles-Andersson Neo-Grünfeld Defence

Miles used Andersson's technique against him; the Swede must have been lulled into a false sense of security by the choice of opening line. A slight carelessness by Black left him badly behind in development. Miles opened the position and, with the help of a pawn sacrifice, broke through with a withering attack.

1 g3 g6 2 d4 d5 3 Bg2 Bg7 4 Nf3 c6 5 c4 Nf6 6 cxd5 cxd5 7 Ne5 0-0 8 Nc3 e6 9 Bg5

The best chance to keep some initiative. After 9 0-0 Nfd7 Black challenges the knight on e5 and secures a comfortable game.

9 ... h6 10 Bf4 Nfd7 11 Qd2 Nxe5 12 Bxe5 Nc6 13 Bxg7 Kxg7 14 0-0

As a result of the opening White has left himself with a minimal advantage thanks to his retaining the superior bishop. With the pawn formation so closed, however, this ought to be of little significance. White can only open the game by playing e4 at some stage and that will leave him with an isolated d-pawn.

14 ... Qf6?

A bad move which helps White by encouraging e4. Instead 14...b6 with Bb7 (or Ba6) and Rc8 to follow should avoid any problems.

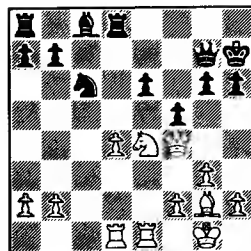
15 Rad1 Rd8 16 Rfel Kh7 17 e4!

Already Black is in severe difficulties. This opening of the position exposes his weaknesses on the black squares and his lag in development.

17 ... dxe4 18 Nxe4 Qg7

18...Qxd4 loses to 19 Qf4 Qg7 20 Nf6+ Kh8 21 Bxc6.

19 Qf4 f5



20 d5!

The decisive break, opening the e-file and ensuring a lasting attack.

20 ... g5 21 Qc1 exd5

21...Nd4!? might have given better chances of keeping the white pieces at bay.

22 Nc5 Qf7 23 Qd2 Ne7

Black grimly hangs on to his extra pawn, knowing that its fall would be a prelude to full-scale invasion by the white pieces.

24 Qe3 Ng8 25 Qb3 Nf6 26 Re5! b6 27 Rde1 Kg8 28 Nd3 Rb8 29 Nb4! Bb7

Saving the d-pawn, but now the f-pawn is undefended. In any case Black had no other defence to the threats of Nxd5 and Nc6.

30 Rxf5 Kg7 31 Nd3 Re8 32 Rxe8 Rxe8

Black appears to have gained a little respite by returning the pawn, but now the second wave of attack hits him.

33 Qc3 Qe6 34 Re5 Qf7

Black had great time shortage to overcome as well as his positional problems.

35 f4! gxf4 36 Nxf4 Rxe5 37 Qxe5 Qd7?

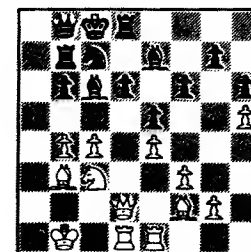
In such a position the blunders come easily. White threatened Ne6+ and Nd8, or to increase the force of the attack with Bh3. Perhaps 37...Qe8 was the best try, though White can win comfortably with 38 Qxe8 followed by taking the d-pawn.

38 Nh5+ Resigns.

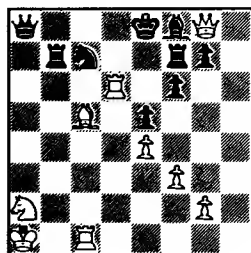
Game No. 83 Korchnoi-Gheorghiu English Opening

An amazing game, which showed just how tired were all the players at this stage of the tournament. Gheorghiu had a really dreadful position and was soon reduced to permuting his pieces along the back two ranks. Korchnoi seemed unable to decide how to finish him off and added interest to the position by omitting to notice at move 32 that his h-pawn was attacked. On the last move of the first session, Gheorghiu repaid the debt by leaving his h-pawn en prise also. The second session was no less full of incident. At move 47 Korchnoi missed 47 Rd7! winning immediately. A tenacious defensive performance by Gheorghiu, but one does not expect Korchnoi to let such positions get away.

1 c4 c5 2 Nf3 Nf6 3 Nc3 b6 4 e4 d6 5 d4 cxd4 6 Nxd4 Bb7 7 Qe2 Nc6 8 Nxc6 Bxc6 9 Bg5 Nd7 10 O-O-O Qc8 11 Kb1 Nc5 12 f3 a5 13 h4 Qb7 14 h5 h6 15 Bh4 e6 16 Qd2 Qc7 17 Nd5! Qb8 18 Bd3 Ra7 19 Rhe1 Kd7 20 Bc2 Kc8 21 Nc3 f6 22 Bg3 e5 23 Nb5 Rd7 24 a3 Be7 25 Bf2 Rhd8 26 b4 axb4 27 axb4 Ne6 28 Bb3 Rb7 29 Nc3 Nc7



30 Rc1 Bf8 31 Red1 Be8 32 Kb2 Bxh5 33 c5 bxc5 34 Bxc5
Be8 35 Na2 Be7 36 Be3 Kd7 37 Qc3 Bf8 38 Qc4 Ke7
39 Qg8 Rd7 40 Rd2 Bg6 41 Bxh6 Ke8 42 Be3 Bf7
43 Bxf7+ Rxf7 44 Rxd6 Rxb4+ 45 Ka1 Rb7 46 Bc5 Qa8



47 Rc6? Qa4 48 Bb6 Qb3 49 Rb1 Qd3 50 Rc3 Qd6 51 Bc5
Rxb1+ 52 Kxb1 Qd7 53 Bxf8 Rxf8 54 Qb3 Ne6 55 Nb4
Kf7 56 Rd3 Qc7 57 Na6 Qe7 58 Nb8 Rd8 59 Rd5 Drawn.

Game No. 84 Stean-Timman English Opening

Timman's usually meticulous opening preparation was not of its normal standard during this tournament. He found himself in immediate difficulty in the present game, gained some play at the expense of a pawn, but was then squashed by a nice exchange offer from Stean.

1 Nf3 Nf6 2 d4 e6 3 c4 c5 4 Nc3 cxd4 5 Nxd4 Bb4
6 g3 Ne4

This position is also known from the g3 line against the Nimzo-Indian. 6...Ne4 is a challenging move, but the quiet 6...0-0 followed by d5 is safer.

7 Qd3 Nxc3?!

7...Qa5 has been more common here. The simple move played isolates the white c-pawns, but White retains a strong initiative.

8 bxc3 Be7 9 Nb5!

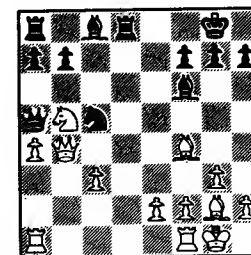
Exposing the drawbacks of Black's position. White threatens to occupy d6 and establish an unchallenged black-square blockade.

9 ... Na6 10 Bf4 d5 11 Bg2 0-0!?

Giving up the d-pawn to secure some activity is Black's best chance. 11...dxc4 12 Qxd8+ Kxd8 (12...Bxd8 13 Nd6+ with Nxc8 and Bxb7 to follow) 13 Rd1+ (or 13 0-0-0+) leaves Black very tied up.

12 cxd5 exd5 13 Qxd5 Qa5 14 0-0 Rd8 15 Qe4 Bf6
16 a4 Nc5 17 Qb4!

A fine sacrifice of the exchange which prevents Black completing his development.



17 ... Qxb4 18 cxb4 Bxa1 19 bxc5 Bf6 20 Nc7 Rb8
21 Nd5 Be6

After 21...Ra8 22 a5! Black cannot move anything. There are threats of a6 and Nxf6+ and Black must quickly lost material.

22 Nxf6+ gxf6 23 Bxb8 Rxb8 24 a5 Rc8 25 Bxb7
Rxc5 26 a6 Rc2

As a result of his combination White has an extra pawn and several positional advantages. The vulnerability of the a7 pawn is his first objective.

27 Rd1 Bh3 28 Rd8+ Kg7 29 f4 Rxe2 30 Ra8 Be6
31 Rxa7 Bc4 32 Ra8 Ra2 33 a7 Be6 34 Kf1 Kh6 35 Ke1
Kg7 36 Kd1 Bf5 37 Bd5 Ra5 38 Ke2 Ra3

39...Rxd5 39 Rg8+! wins at once for White.

39 Bf3 Be6 40 g4 f5 41 g5 h6 42 gxh6+ Kh7 43 Kd2

The sealed move. White's winning process is slow but very sure. His king heads inexorably towards b6. If Black could manoeuvre his bishop somehow to e4 he would have chances to draw, but that is never possible. The bishop can only move to a limited number of squares where it cannot be attacked by the white rook.

43 ... Ba2 44 Kc2 Be6 45 Bh1 Ra1 46 Kc3 Ra4 47 Bf3 Rc4+ 48 Kd3 Ra4 49 Ke3 Ba2 50 Bc6 Ra5 51 Kd4 Be6 52 Bh1 Ra1 53 Kc5! Rcl+ 54 Kd6 Rd1+ 55 Kc7! Rcl+ 56 Bc6 Bd5

Or 56...Ra1 57 Kb6 Rb1+ 58 Bb5, winning for White in similar fashion.

57 Rh8+! Kxh8 58 a8=Q+ Kh7 59 Kd6! Resigns.

59...Bxc6 is met by 60 Qf8!

ROUND 13

Friday 25 April

85.	Nunn (4)	$\frac{1}{2}-\frac{1}{2}$	Speelman (7)
86.	Ljubojevic (6 $\frac{1}{2}$)	$\frac{1}{2}-\frac{1}{2}$	Miles (8)
87.	Andersson (8)	$\frac{1}{2}-\frac{1}{2}$	Korchnoi (8)
88.	Timman (6)	1-0	Larsen (5 $\frac{1}{2}$)
89.	Sosonko (7 $\frac{1}{2}$)	0-1	Stean (4 $\frac{1}{2}$)
90.	Short (2)	0-1	Browne (4 $\frac{1}{2}$)
91.	Gheorghiu (6 $\frac{1}{2}$)	$\frac{1}{2}-\frac{1}{2}$	Sax (6)

Not with a bang, but a whimper. The large crowds of spectators who arrived to see last round thrills and an exciting finish had made a misjudgment. All the candidates for first place were content to share it. Andersson had said before the round began that he could not lose two games in a row. Korchnoi was not inclined to argue. In the European Team Championship in Skara Miles had beaten Ljubojevic after the latter had declined a draw. Stean recommended that Miles should offer a draw again, then go on to win. Miles adopted the first part of this procedure, but the offer was accepted. Timman was very critical: "They never remember who shares first place; only outright winners earn their place in history".

These draws left Sosonko able to catch the winners by beating Stean, but that never looked remotely likely. Still perhaps suffering from the loss to Speelman, the Dutchman played another bad game to finish sharing fourth place after a start which promised so much.

The other achievement of the last round was Speelman's attainment of his first grandmaster norm. But nobody had expected other than a quick draw in the all-Oxford clash.

Game No. 85 Nunn-Speelman Vienna Game

When a draw has been agreed before the game, the players should not make it so obvious.

1 e4 e5 2 Nc3 Nf6 3 f4 d5 4 fxe5 Nxe4 5 d3 Bb4
6 dxe4 Qh4+ 7 Ke2 Bxc3 8 bxc3 Bg4+ 9 Nf3 dxe4
10 Qd4 Bh5 11 Ke3 Bxf3 12 gxf3 Qe1+ 13 Kf4 Qh4+
14 Ke3 Drawn.

Game No. 86 Ljubojevic-Miles
Sicilian Defence

Miles had a very good position from the opening and the Yugoslav must have been relieved not to be forced to work on behalf of Andersson and Korchnoi.

1 e4 c5 2 Nf3 d6 3 d4 cxd4 4 Nxd4 Nf6 5 Nc3 g6
6 Bc4 Bg7 7 f4 0-0 8 Nf3 Qa5 9 Bd2 Nc6 10 Bb3 Bg4
Drawn.

Game No. 87 Andersson-Korchnoi
Queen's Indian Defence

Adopting the same variation as in the Korchnoi-Stean draw (Game No. 43), Andersson made it clear that the point was going to be shared.

1 Nf3 Nf6 2 c4 b6 3 g3 Bb7 4 Bg2 e6 5 0-0 Be7
6 d4 0-0 7 Nc3 Ne4 8 Nxe4 Bxe4 9 Ne1 d5 10 cxd5 Bxg2
11 Nxg2 Qxd5 12 Be3 Rd8 13 Qa4 Nd7 14 Rac1 c5
15 Rfd1 Qb7 16 dxc5 Nxc5 17 Rxd8+ Rxd8 18 Qc4 Ne4
Drawn.

Game No. 88 Timman-Larsen
Sicilian Defence

Larsen has a habit either of winning tournaments or finishing way down the list. London 1980 was one of his poorer efforts, and this game one of his worst. Risky play is an acceptable part of a player's style, but this was suicide.

1 e4 c5 2 Nf3 e6 3 d4 cxd4 4 Nxd4 Nf6 5 Nc3 d6
6 f4 Nc6

After his successful brinkmanship against Ljubojevic (Game No. 74) Larsen again decides to play riskily with the black pieces. 6...a6 meeting 7 Be3 with 7...b5 is Black's soundest line. Of course, there is nothing wrong with 6...Nc6, but Larsen already intends a dangerous continuation.

7 Be3 Qc7

This allows White to build up a strong attack without any problems. Theory prefers 7...Be7 8 Qf3 e5! reacting in the centre before White can carry out his plan of 0-0-0 and g4.

8 Qf3 Bd7 9 0-0-0 a6

9...Nxd4 10 Bxd4 e5 does not have the desired effect; after 11 fxe5 Bg4 (11...dxe5 12 Qg3) 12 Qg3 Bxd1 13 exf6 White wins material.

10 g4! Nxd4 11 Rxd4 Bc6

11...e5 12 Rc4 Bxg4 13 Qg3 Qb8 14 Bb6 gives White the advantage.

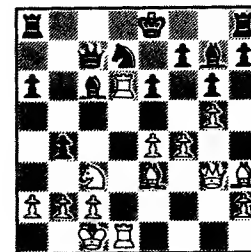
12 g5 Nd7 13 Bh3! g6

A provocative move, but Black's position is hard to defend against the simple threat of f5.

14 Rhd1 b5 15 Qg3

Renewing the threat of f5 now that the e-pawn is no longer pinned.

15 ... Bg7 16 Rxd6 b4



17 f5! bxc3?

A demoralised sort of move, leading to immediate defeat. 17...Be5 18 Bf4 Bxd6 19 Bxd6 Qb7 20 fxe6 gives White a huge attack, but perhaps 17...Be5 18 Bf4 Bxf4+ 19 Qxf4 0-0!? gave some chances of resistance.

18 Rxe6+! Kd8 19 Rxc6!

Just as the analysis room was concluding that 19 Rxd7+(!) would win (19...Qxd7 20 Rd6; 19...Bxd7 20 Bb6 or 19...Kxd7 20 Re7+) Timman produced this much simpler finish. 19...Qxc6 20 f6 and the game is over.

Black resigned.

Game No. 89 Sosonko-Stean
Modern Benoni Defence

White played a vigorous central push early in the game which seemed totally misjudged. The result was a weak white d-pawn which finally succumbed to the attacks of Black's pieces at move 19. After that White could put up no real fight.

1 d4 Nf6 2 c4 e6 3 g3 c5 4 d5 exd5 5 cxd5 b5!?

A move played frequently by Tal in the 1960's. Black avoids the standard g3 Benoni lines and expands immediately on the Q-side.

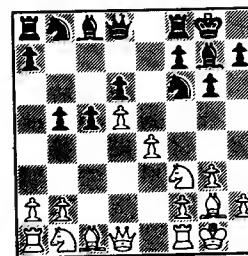
6 Bg2 d6 7 e4

7 a4 is a good positional continuation.

7 ... g6 8 Nf3

After the game Stean mentioned the move 8 Qe2! when the double threat of 9 Qxb5+ and 9 e5 with d6 to follow would cause Black great embarrassment. It is difficult to see how Black can save the b-pawn.

8 ... Bg7 9 0-0 0-0



10 e5?

A terrible misjudgment which gives White a practically hopeless game immediately. 10 Nfd2 was necessary.

10 ... dxe5 11 Nxe5 Bb7

Already the d-pawn is clearly a liability.

12 Nc6 Qb6 13 Nxb8 Raxb8

As a result of his tenth move, White is far behind in development and the pawn on d5 cannot hope to live long. The game is already decided.

14 Nc3 b4 15 Na4 Qb5 16 Be3 Rfd8 17 Rc1

17 Nxc5 Nxd5 or 17 Bxc5 Bxd5 would not ease the White position.

17 ... c4 18 b3 cxb3 19 Qxb3 Bxd5

The pawn drops and the rest is no problem.

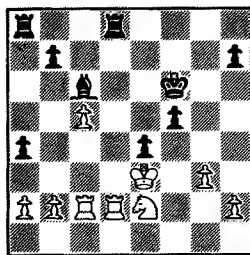
20 Bxd5 Nxd5 21 Bg5 Rdc8 22 Rxc8+ Rxc8 23 Rd1 Nf6 24 Be3 h5 25 a3 a5 26 Nb6 Rc3 27 a4 Qc6 28 Nd5 Nxd5 29 Qxd5 Qxd5 30 Rxd5 Ra3 31 Resigns.

31 Rxa5 Ra1+ followed by b3, b2 and b1.

Game No. 90 Short-Browne
Sicilian Defence

A fighting game with the position more or less equal throughout, though with plenty of problems for both players, until move 38. Then Nigel began a two-move manoeuvre, bringing his knight from an excellent square to a disastrous one. And even the first move of the plan was a blunder; Browne could have won immediately with 38...Rd3+! 39 Rxd3 (39 Kf2 e3+ or 39 Kf4 Rf3 mate) 39...exd3 40 Kxd3 Be4+. In the game, after 40...Rad8 White finds the pin on the d-file unbearable.

1 e4 c5 2 Nf3 e6 3 c3 Nf6 4 e5 Nd5 5 c4 cxd4 6 Qxd4 Nc6 7 Qe4 d6 8 c4 f5 9 Qe2 Qa5+ 10 Bd2 Ndb4 11 exd6 Bxd6 12 Bc3 Be7 13 Nbd2 Bf6 14 Nb3 Qb6 15 Bxf6 gxf6 16 c5 Qc7 17 g3 0-0 18 Bg2 Na5 19 Nfd4 Nxb3 20 Nxb3 Qe5 21 Qxe5 fxe5 22 0-0 a5 23 Rael a4 24 Nc1 e4 25 f3 Nc2 26 Re2 Nd4 27 Rd2 exf3 28 Bxf3 Nxf3+ 29 Rxf3 Ra5 30 Rc3 e5 31 Nd3 Rd8 32 Re2 e4 33 Nf4 Bd7 34 Rd2 Raa8 35 Kf2 Bc6 36 Rcc2 Kf7 37 Ke3 Kf6 38 Ne2



38 ... Ke5 39 Nd4 Rd5 40 Rc1 Rad8 41 Rcd1 Be8 42 b4 Bh5 43 Ne2 Rxd2 44 Rxd2 Rxd2 45 Kxd2 Bxe2 46 Kxe2 a3! 47 Resigns. (The black king comes to take the Q-side pawns).

Game No. 91 Gheorghiu-Sax
King's Indian Defence

A model Sämisch variation by Gheorghiu up to a point. By move 20 White dominated the board; at move 30 Black's

game looked ready to collapse; at move 45 White's connected passed pawns looked certain to decide the game. The second time control, however, was Gheorghiu's undoing. Some inaccuracies and too many black checks threw White off balance and allowed the Hungarian to escape with a remarkable draw. But it had been a long tournament and everybody was very tired.

1 d4 Nf6 2 c4 g6 3 Nc3 Bg7 4 e4 d6 5 f3 0-0 6 Be3 Nc6 7 Nge2 Rb8 8 a3 a6 9 b4 e5 10 d5 Ne7 11 Nc1 Nh5 12 Qd2 f5 13 Nb3 Nf6 14 Be2 Qe8 15 0-0-0 Bd7 16 Kb2 Ba4 17 g4 b5 18 g5 Nh5 19 Nxa4 bxa4 20 Na5 Nf4 21 Bf1 c5 22 Ka2 Qc8 23 Rg1 Rf7 24 Rb1 Rf8 25 Qd1 fxe4 26 fxe4 Nh3 27 Rg3 Nf4 28 bxc5 Rxb1 29 Qxb1 dxc5 30 Nb7 Nh5 31 Bh3 Qb8 32 Be6+ Kh8 33 Bxc5 Nxc3 34 hxc3 Rf3 35 Nd6 Qf8 36 Qc2 h5 37 Nc8 Rxc3 38 Nxe7 Qf3 39 Nxc6+ Kh7 40 Bf5 Kg8 41 Nh4 Qh1 42 Bf2 Qxh4 43 Bxc3 Qxc3 44 c5 Bf8 45 d6 h4 46 Qc4+ Kh8 47 d7 Be7 48 c6 Qf2+ 49 Kb1 Qb6+ 50 Kc2 Qf2+ 51 Kb1 Qb6+ 52 Ka1 Qg1+ 53 Kb2 Qb6+ 54 Kc2 Qf2+ 55 Kd1 Bxc5 56 Qe2 Qg1+ 57 Qe1 Qd4+ 58 Kc2 Qc4+ 59 Qc3 Qe2+ 60 Kb1 Qf1+ 61 Ka2 Qe2+ 62 Qb2 Qc4+ 63 Ka1 Qf1+ 64 Qb1 Qxb1+ 65 Kxb1 Bd8 66 Kc2 Kg7 67 Kc3 Kf6 68 Kc4 Ke7 69 Kd5 Bc7 70 Bh3 Bb8 71 Bf1 a5 72 Kc5 Bc7 73 Bh3 Bd8 74 Bf5 Bc7 75 Kd5 Bb8 76 c7 Bxc7 77 Kc6 Kd8 78 Bg4 Bb8 79 Kb5 Bd6 80 Kxa4 Bf8 81 Kb3 Be7 82 a4 Bb4 83 Kc4 Be1 84 Kd5 Bc3 85 Ke6 Bd4 Drawn.

TABLE 1

Name	1	2	3	4	5	6	7	8	9	10	11	12	13	14	Total	Place	Prize
1. Miles	x	1	$\frac{1}{2}$	0	1	1	$\frac{1}{2}$	$\frac{1}{2}$	0	$\frac{1}{2}$	1	1	1	$\frac{1}{2}$	8 $\frac{1}{2}$	1st=	£1985
2. Andersson	0	x	$\frac{1}{2}$	$\frac{1}{2}$	1	0	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	1	1	1	1	1	8 $\frac{1}{2}$	1st=	£1985
3. Korchnoi	$\frac{1}{2}$	$\frac{1}{2}$	x	$\frac{1}{2}$	1	1	$\frac{1}{2}$	$\frac{1}{2}$	1	1	0	$\frac{1}{2}$	1	1	8 $\frac{1}{2}$	1st=	£1985
4. Sosonko	1	0	$\frac{1}{2}$	x	0	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	1	0	1	1	7 $\frac{1}{2}$	4th=	£ 675
5. Speelman	0	0	$\frac{1}{2}$	1	x	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	1	1	1	1	1	7 $\frac{1}{2}$	4th=	£ 675
6. Gheorghiu	0	1	$\frac{1}{2}$	$\frac{1}{2}$	0	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	1	1	0	$\frac{1}{2}$	1	1	7	6th=	£ 400
7. Ljubojevic	$\frac{1}{2}$	$\frac{1}{2}$	0	$\frac{1}{2}$	0	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	0	$\frac{1}{2}$	1	1	1	1	7	6th=	£ 400
8. Timman	1	1	$\frac{1}{2}$	$\frac{1}{2}$	1	0	0	x	1	1	$\frac{1}{2}$	0	$\frac{1}{2}$	$\frac{1}{2}$	6 $\frac{1}{2}$	9th	£ 300
9. Sax	1	1	0	$\frac{1}{2}$	1	0	0	1	x	0	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	1	5 $\frac{1}{2}$	10th=	£ 260
10. Browne	0	0	0	0	0	0	1	0	$\frac{1}{2}$	x	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	1	5 $\frac{1}{2}$	10th=	£ 260
11. Larsen	0	0	1	1	0	0	$\frac{1}{2}$	0	$\frac{1}{2}$	$\frac{1}{2}$	x	$\frac{1}{2}$	$\frac{1}{2}$	1	5 $\frac{1}{2}$	10th=	£ 260
12. Stean	0	0	$\frac{1}{2}$	0	0	$\frac{1}{2}$	0	1	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	x	$\frac{1}{2}$	$\frac{1}{2}$	4 $\frac{1}{2}$	13th	£ 220
13. Nunn	0	0	0	0	$\frac{1}{2}$	1	$\frac{1}{2}$	0	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	x	$\frac{1}{2}$	4 $\frac{1}{2}$	13th	£ 220
14. Short	$\frac{1}{2}$	0	0	0	0	0	0	$\frac{1}{2}$	0	0	0	$\frac{1}{2}$	$\frac{1}{2}$	x	2	14th	£ 200

TABLE 2 PROGRESSIVE SCORE

Name	1	2	3	4	5	6	7	8	9	10	11	12	13	Country
1. Miles	$\frac{1}{2}$	1	1	2	3	4	5	5 $\frac{1}{2}$	5 $\frac{1}{2}$	6	7	8	8 $\frac{1}{2}$	England
2. Andersson	0	$\frac{1}{2}$	1	2	2 $\frac{1}{2}$	3	4	5	6	7	8	8	8 $\frac{1}{2}$	Sweden
3. Korchnoi	1	2	2 $\frac{1}{2}$	3	4	4 $\frac{1}{2}$	5	5 $\frac{1}{2}$	6	6 $\frac{1}{2}$	7 $\frac{1}{2}$	8	8 $\frac{1}{2}$	Switzerland
4. Sosonko	1	1 $\frac{1}{2}$	2 $\frac{1}{2}$	3	3 $\frac{1}{2}$	4	4 $\frac{1}{2}$	5	6	6 $\frac{1}{2}$	7 $\frac{1}{2}$	7 $\frac{1}{2}$	7 $\frac{1}{2}$	Netherlands
5. Speelman	$\frac{1}{2}$	1	2	2 $\frac{1}{2}$	3	3	4	4	4 $\frac{1}{2}$	5	6	6	7	England
6. Gheorghiu	1	1 $\frac{1}{2}$	2	3	3 $\frac{1}{2}$	4	4 $\frac{1}{2}$	5	6	6	6 $\frac{1}{2}$	6 $\frac{1}{2}$	7	Rumania
7. Ljubojevic	0	1	1	2	2	3	3 $\frac{1}{2}$	4	4 $\frac{1}{2}$	5	6	6	7	Yugoslavia
8. Timman	1	1 $\frac{1}{2}$	2	2 $\frac{1}{2}$	3	3 $\frac{1}{2}$	4	4	4 $\frac{1}{2}$	5	6	6	7	Netherlands
9. Sax	$\frac{1}{2}$	1	1 $\frac{1}{2}$	2	2	3	3 $\frac{1}{2}$	4	4	5	5 $\frac{1}{2}$	6	6 $\frac{1}{2}$	Hungary
10. Browne	0	1	1	2	2 $\frac{1}{2}$	3	3 $\frac{1}{2}$	4	4	5	5 $\frac{1}{2}$	6	6 $\frac{1}{2}$	USA
11. Larsen	0	$\frac{1}{2}$	1	1	2	2 $\frac{1}{2}$	3	3 $\frac{1}{2}$	4	4	4 $\frac{1}{2}$	5	5 $\frac{1}{2}$	Denmark
12. Stean	$\frac{1}{2}$	$\frac{1}{2}$	1	1 $\frac{1}{2}$	2	2	2 $\frac{1}{2}$	3	3 $\frac{1}{2}$	3 $\frac{1}{2}$	4	4 $\frac{1}{2}$	5	England
13. Nunn	$\frac{1}{2}$	$\frac{1}{2}$	1	1 $\frac{1}{2}$	2	2 $\frac{1}{2}$	3	3	3 $\frac{1}{2}$	3 $\frac{1}{2}$	4	4 $\frac{1}{2}$	5	England
14. Short	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	1	1	1 $\frac{1}{2}$	1 $\frac{1}{2}$	2	2	2	England

TABLE 3

	International rating	British equivalent	Score expected	Score achieved	Effect on rating	Rating performance
Miles	2545	243	6½	8½	+21	2660
Andersson	2590	249	7	8½	+13	2660
Korchnoi	2695	262	9	8½	-6	2660
Sosonko	2545	243	6½	7½	+11	2610
Speelman	2495	237	5½	7½	+22	2610
Gheorghiu	2605	251	7½	7	-5	2575
Ljubojevic	2590	249	7	7	-2	2575
Timman	2600	250	7½	7	-4	2575
Sax	2570	246	7	6½	-3	2550
Browne	2540	243	6	5½	-7	2500
Larsen	2580	248	7	5½	-15	2500
Stean	2530	241	6	5½	-5	2500
Nunn	2515	239	5½	4½	-12	2445
Short	2360	220	3	2	-15	2280

All the information in Table 3 uses the International Rating System devised by Professor Elo. All that the rating attempts to tell us is what a player has achieved in the past. Here it is being used primarily as a guideline to estimate whether a player has had a good tournament. It suggests Miles and Speelman performed particularly well, and Larsen, Nunn and Short rather poorly. This accords well with most people's expressed feelings. The actual deviations from expected score are statistically low.

The average rating of the tournament was 2554, which is Category 13. This means that a score of 7½/13 was needed for a grandmaster norm which, as you see, accords with a performance for the tournament of 2610. It was only recently that the grandmaster norm requirement was changed from 2550 to 2600 in order to raise the status of the title. Perhaps this was over-kill. It was irrelevant for this event but the master norm was 5 points.

To convert British Grade to International rating:
British Grade x 8 + 600 = International rating

49 out of the 91 games played had positive results. 54% wins is considered good for this type of event but Hoogoven in February had 50 decisive games. Nearly all the players lost to opponents who scored fewer points than themselves. This is extremely rare and the Hoogoven tournament table looks quite different. Five different players were in the lead at one time or another. All this suggests, quite justly, that it was a highly competitive affair.

Some people expressed disappointment that there was no outright winner. I disagree. If everybody had scored 6½ that would have been really evenly matched.

We used Sonneborn-Berger to split the ties and declare Tony Miles winner. This works by summing the scores of each opponent beaten together with half the score of those drawn with. Since Tony beat Ulf and could only draw with Nigel, naturally this brought him out top. This shows the Sonneborn-Berger at its best, using it to achieve the desired result. It is complete nonsense, of course, in that all three with 8½ performed equally well.

Great weight was attached to the fact that the British players did much better with the black pieces at Skara than white. Table 4 shows a similar comparison for this event.

TABLE 4

	WHITE			BLACK		
	Wins	Draws	Losses Percentage	Wins	Draws	Losses Percentage
Miles	3	2	57	3	3	0 75
Andersson	3	3	75	3	2	2 57
Korchnoi	4	3	79	1	4	1 50
Sosonko	2	3	58	2	4	1 57
Speelman	3	2	57	2	3	1 58
Gheorghiu	3	2	57	1	4	1 50
Ljubojevic	1	4	50	2	4	1 57
Timman	1	5	58	2	3	2 50
Sax	2	3	58	1	4	2 43
Browne	1	4	43	2	1	3 42
Larsen	3	1	50	1	2	3 33
Stein	1	4	43	1	3	2 42
Nunn	1	3	42	0	4	3 29
Short	0	3	25	0	1	6 7
Everybody overall	28	42	54	21	42	28 46

In this tournament only Miles and Ljubojevic performed better with black. Andersson, Korchnoi, Gheorghiu, Timman, Sax, Larsen, Nunn and Short all did better with white.

SUMMARISING THE RESULTS OF THE PLAYERS

Tony Miles's achievement was perhaps the best ever by a British player. We can only compare it with Blackburne's in the 1880s and his own. He won Amsterdam in July 1977 with $10\frac{1}{2}/15$ ahead of a distinctly weaker field than here. This was a rating performance of 2660, identical to the Phillips and Drew performance. He came second to Karpov at Tilburg in October 1977 with 7/11. That tournament was category 14 and his rating performance was significantly better at 2685, but second never has quite the same zing as first. Has he recovered the form that made him, in 1977, one of the most likely contenders for the World Championship from the West? Only time can tell.

Ulf Andersson was well-pleased with his performance. It is noticeable that he won against all five tail-enders, the only player to be so steady.

Victor Korchnoi achieved an acceptable result but his play showed none of the signs of a player able to wrest the World Championship from Karpov. It would be a scandal if he were to lose to Polugayevsky but his recent results have just not been as convincing as a few years ago.

Gennadi Sosonko was most upset at losing his last two games. Was the illness that prevented him attending the prize-giving psychosomatic? I understand this is by no means the first time that he has fallen away towards the end of a tournament.

Jonathan Speelman had never played in an event above category 10 before. It is considered much more difficult to achieve a title norm in an extremely strong event with a low score than a weaker one with a high score. This makes the performance even more remarkable. He seems to have abundant nervous energy to deal with clock crises. The fact that he came from behind in several games suggests that he lacks technique. His fund of ideas presages well for the future.

Florin Gheorghiu tried hard in nearly all his games and had the most ups-and-downs of anybody. He complained bitterly of failing to win several games where he stood much better and, like everybody else, wasn't consoled by

the reverse. People often speak of luck, but I have very little faith in that whole concept.

Ljubomir Ljubojevic is an excitable character and played some exciting chess. It is fun for the spectator when he gets into time-trouble but he should have outgrown enjoying it himself by now.

Jan Timman, for the first time when playing in England, did not impress. Interesting that he drew with everybody who scored more than 50% and was extremely uneven against the rest.

Gyula Sax was let down by rather poor play in the openings more than once. I thought that he played too quickly and shallowly in 1975 but he seems to have overcome this defect.

Walter Browne was not happy with his result. It is only half a point less than that predicted, but he is convinced that his rating is incorrect. I wonder whether he is losing that fierce ambition he needs more than most to sustain him. Probably not; after all, he had an excellent performance in February at the Hoogovens Tournament in Holland. More likely he was correct in saying he has played too much chess recently.

Bent Larsen did not enjoy his stay in London at all. A great pity as I have been trying to get him to play here for years, valuing greatly his friendship. He was particularly plagued at the hotel by the staff ignoring his 'Do Not Disturb' sign on the door. Most chess players just do not believe that there is such a thing as morning.

Michael Stean was extremely critical of his performance. "I did nothing in the tournament and just happened to win two games at the end." I think he is unnecessarily severe. He had never played in an event above category 12 before. He was performing poorly and yet still had sufficient resilience at the end to win the last two games.

John Nunn was visibly ill for the second half of the tournament. Nothing purely psychosomatic about this; County Hall was full of people who fell prey to that particular bug. He may also have been a little overwhelmed by the strength of the opposition, never having played

above category 10 before. He is a renowned rabbit basher and there was nobody to oblige.

Nigel Short's performance was only slightly disappointing. What happened had been widely predicted. Whether it would all have been different had he beaten Tony Miles in the first round seems unlikely. He lacks a mature opening repertoire but only came unstuck at that stage in a few games. It is a little worrying that we do not see much evidence of original ideas. Young he is, but not inexperienced relative to other prodigies. He never gave up trying and was still looking to win at the very end. If he has learnt something from this event it will not have been in vain. I didn't point it out to him before the tournament, but he has never had a good result in London.

SUMMARY

The declared aims of Phillips & Drew were to create a chess tournament of the very highest stature and to provide new opportunities for British players. No amount of money could have bought a tournament stronger than this one at this time, given the participation of five British players. With the Candidates matches, the list of available players was short. Even had this not been so, there could only have been a slight increase in average rating of the tournament. Four of our players had never played in so strong an event and their chance of doing so otherwise is very slender indeed.

The GLC regarded their support primarily as a type of seeding. True success in the venture will only come if there are tournaments of comparable strength in the future.

A large number of spectators were able to view a veritable feast of chess. It was shown that people will pay, in reasonable numbers, a sensible sum to view chess. If people become used to this it might eventually provide a useful source of income to the organisers.

1100 Phillips & Drew clients showed sufficient interest to apply for free admission out of 6600 circulated. A truly outstanding level of interest that took all of us by surprise.

Money could not have bought the amount of publicity that the event received. Chess event organisers can claim to give value for money in respect of cash outlay for

coverage achieved.

Most important of all, Tony Miles and Jonathan Speelman demonstrated in front of a home audience that British chess has improved vastly.

Phillips & Drew, the Greater London Council and the British Chess Federation have good reason to be proud of their achievements in London in April 1980.

Stewart Reuben
June 1980

Stop press. We are delighted to announce that Phillips & Drew have decided to repeat their sponsorship in 1982.

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